



Introduction

Once upon a time there was a world, and within that world was an online game, itself known as The World. Inside The World were two characters: Orca, the experienced legend, and Kite, the confused newbie. Orca planned to help his best friend Kite learn the game, showing him all of the ropes, but the unbelievable put a stop to those plans. On their first exploration together and in Kite's first journey into The World, tragedy struck. A mysterious monster attacked Orca, not only damaging his character in the game but also somehow putting his player into a coma. Now Kite must take on the task of finding out just what happened and put it to rights, even while still learning the game himself.

.hack[®]://Quarantine™ is the fourth and final game in the .hack series. Here you continue the journey of Kite, now far beyond his recent newbie roots and quickly becoming a legend himself. The online avatar of what used to be a normal schoolboy, Kite has made many friends and conquered countless areas and challenges, and now he must face his toughest challenges yet as he narrows in on the cause of the disruptions within The World and tries to destroy it.

In this game you play one character within The World, amid many other characters seemingly played by other characters, all connected to one game. It is the illusion of an online game within a single-player experience, a unique type of game that quickly immerses you into this created world. Whether you've played the previous games in the series or are completely new to The World you can still enjoy this final volume, making friends, collecting items, and destroying enemies along the way.

Sit back, enjoy, and happy hacking!

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GETTING STARTED

.hack://QUARANTINE is the fourth and final game in a series, with three similar installments stretching out before it. Because of this you can use the Save Data from previous volumes to continue the adventures you experienced in those volumes, but don't worry—this game is playable by new .hackers. You may need a bit of time to get your footing in the middle of the story, and you lack some of the equipment and friendships from the previous installments.

STARTING THE GAME

For returning players, converting the previous volume's completed save data allows you to keep your character levels, equipment, and other progress from one game to the next. As long as a save file has a Data Flag from volume three, you can use the "Convert" option from the game's main screen to import it.



If you are new, watch the opening movies to gain a bit of understanding of the story thus far. Also be warned that this guide tends to approach the game from the standpoint of a returning player, but there are still helpful hints for a new player to get the most from the game and the guide. The game itself tends to ease a player into the game with a slower, simpler introduction. This helps new players to find their footing, and eases returning players back into the swing of things carefully.

THE DESKTOP

The Desktop acts as your portal to various services, not the least of which is the "online game" itself.



The World—Here you access the online game known as "The World." Once you log in you can check Board Messages or access the actual game.

Mailer— This familiar option is your Desktop's e-mail program. You can read messages sent to Kite from his friends or other contacts, and reply to select mailings.

News—Here you can read news messages pertaining to "real world" events. Software upgrades, disasters, human-interest stories all are found here.

Accessory—This is the option that allows you to change your Desktop's background image.

Audio—This selection allows you to change the background music for your Desktop, or to view the various movies from the game.

Data—Here you can save your game from the Desktop. Except for a few special prompts, you can only save your game here or at one of the Recorders in a Root Town.

All players have new mail and news to read at the start of the game and after various events. Read all of the mail to get an idea of what you are supposed to do now, and to get a better grasp of what came before.

THE ENTRY SCREEN

Selecting the option to enter The World brings you to the game's entry screen. From here you can quit back to Desktop, read the BBS, or continue on into the game. You reach this screen any time you go between your Desktop and the game, whether it's logging in or logging out.

Whenever you see the "new" icon next to the Board option, select it to go to the BBS and read the new messages. Often this gives you the next step in the storyline, or important areas to gain powerful items and the like. New players have plenty of reading to do, as these new messages include various tutorials and introductions to key game concepts, as well as some of the messages leading to making new friendships or tackling some of the side quests originally introduced in previous volumes.



When you've finished reading the board return to this entry screen and Log In. You now enter The World itself, and can finally really get started on your adventure.

YOUR CHARACTER

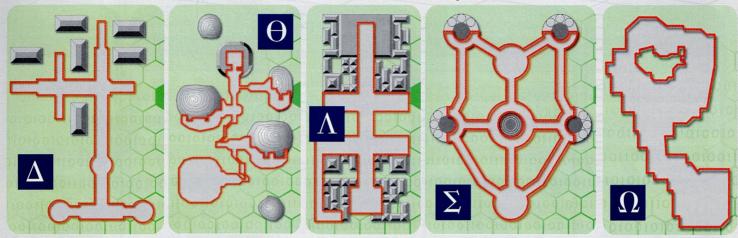
Your avatar within the game is the character known as Kite, who in the game world is directed by a schoolboy searching for a cure for his friend.

THE TOWNS

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There are five "towns" within The World, each a Root Town acting as the center of one of the game's five servers. Four of these towns have opened throughout the course of the game, with the fifth becoming available just minutes into .hack://QUARANTINE. The servers corresponding to the Root Towns are, from (generally) easiest to hardest, Δ (Delta), Θ (Theta), Λ (Lambda), Σ (Sigma), and finally Ω (Omega). To change servers and thus Root Towns, use the Chaos Gate within your current town.

While inside a Root Town you can make use of the various services such as saving your game, buying and selling items, or raising a Grunty. There are also some other things that can only be done within a Root Town, such as checking your Books of Ryu or trading items with the other characters wandering the town. While the layout of each town is different each holds the same services, except for Mac Anu on Δ Server, which doesn't have a Grunt Shop. Also the items available within each shop differ from server to server. To get around between these services view the map to the upper right corner of the screen, with different icons marking different services.



TOWN SHOPS

The services in each Root Town are a Recorder, Elf's Haven, Item Shop, Weapon Shop, and a Magic Shop. With the aforementioned exception of Mac Anu, each town also holds a Grunt Shop. Speak to the shopkeeper of each of these to get an idea of the services, or to use them.

Recorder

Much like the "Data" option of the Desktop, this service allows you to save your progress. There is no ability to save within the various Fields and Dungeons so save here before tackling a new area.

Elf's Haven

This is a storehouse that allows you to hoard various items beyond your normal 40-item carrying capacity. This is useful for saving specific items for later Dungeons, or for holding gifts for other characters until you see them again. The Elf's Haven stores 99 different kinds of items, and up to 99 units of each type. The Elf's Havens in all the Root Towns are "shared," meaning that you access the same storage space in Mac Anu as you do in Lia Fail.

Item Shop

The Item Shops sell the basic tools necessary for Dungeon exploration, Fairy Orbs to show you the layout of Dungeons or Fields. The items have one use each and then disappear, so stock up before tackling a new area. You can also sell off spare items for some extra cash.

∆ SERV (MAC A)	
ITEM	PRICE
Health Drink	100
Mage's Soul	500
Antidote	50
Restorative	50
Resurrect	300
Fortune Wire	10
Sprite Ocarina	100
Fairy's Orb	100
Warrior Blood	100
Knight Blood	100
Hunter Blood	100
Hermit Blood	100
Beast Blood	100
Wizard Blood	100
Beast Blood	100
Wizard Blood	100

1	O SERV	ER
	(DUN L	DIREAG)
	ITEM	PRICE
	Health Drink	100
	Mage's Soul	500
	Antidote	50
	Restorative	50
	Resurrect	300
	Fortune Wire	10
	Sprite Ocarina	100
	Fairy's Orb	100
	Warrior Blood	100
	Knight Blood	100
	Hunter Blood	100
	Hermit Blood	100
	Beast Blood	100
-	Wizard Blood	100

A SERVER (CARMINA		
GADELICA)		
ITEM	PRICE	
Healing Potion	500	
Mage's Soul	500	
Artisan's Soul	1500	
Antidote	50	
Restorative	50	
Resurrect	300	
Fortune Wire	10	
Sprite Ocarina	100	
Fairy's Orb	100	
Warrior Blood	100	
Knight Blood	100	
Hunter Blood	100	
Hermit Blood	100	
Beast Blood	100	
Wizard Blood	100	

∑ SERVER (FORT OUPH)		
ITEM	PRICE	
Recovery Drink	1000	
Mage's Soul	500	
Artisan's Soul	1500	
Antidote	50	
Restorative	50	
Resurrect	300	
Fortune Wire	10	
Sprite Ocarina	100	
Fairy's Orb	100	
Warrior Blood	100	
Knight Blood	100	
Hunter Blood	100	
Hermit Blood	100	
Beast Blood	100	
Wizard Blood	100	

(LIA FAI	
ITEM	PRICE
Healing Elixir	2000
Mage's Soul	500
Artisan's Soul	1500
Emperor's Soul	5000
Antidote	50
Restorative	50
Resurrect	300
Fortune Wire	10
Sprite Ocarina	100
Fairy's Orb	100
Warrior Blood	100
Knight Blood	100
Hunter Blood	100
Hermit Blood	100
Beast Blood	100
Wizard Blood	100

Weapon Shop

Weapon Shops sell weapons and armor, plus buy spare items and equipment. While the armor and equipment sold gets progressively better in each higher server, the best equipment is to be found within the areas themselves.

SERVER

SERVER (MAC ANU) PRICE EQUIP. Phantom Blades 800 1000 Assassin Mizuchi 800 Kikuichimonji 600 800 Earth Sword 1000 Water Axe 700 Relief Lance Iron Rod 400

O SERVER		
(DUN LO	IREAG)	
EQUIP.	PRICE	
Wooden Spear	1300	
Electric Wand	1400	
Steel Cap	800	
Guard Cap	900	
Face Guard	1000	
Hiking Gear	1200	
Wyrm Hide	1300	
Grand Armor	1400	
Silver Bracer	800	
Silver Gloves	900	
Silver Hands	1000	
Ceramic Anklet	1200	
Mountain Boots	1300	
Mountain Guard	1400	

(CARMIN	A
GADELIC	
EQUIP.	PRICE
Masterblades	3800
Hell's Gate	4000
Spiral Edge	700
Glitter	3800
Life Sword	5000
Flame Sword	5200
Kotetsu Sword	2400
Papillon Axe	4000
Fairy Spear	3900
Groovy Stick	3800
Thunder Torque	2800
Darkness Hood	3300
Stormlord Helm	3000
Thunder Cloak	2800
Bone Armor	3300
Thunder Armor	3000
Storm Bracer	2800
Gloves of Dark	3300
Hands of Storm	3000
Thunder Anklet	2800
Ninja Socks	3300
Electric Guard	3000

SERVE	
(FORT C	
	PRICE
Akatsuki	6400
Bloody Blades	6600
Rashou	9000
Nataku	9300
Kikuhyakumonji	8600
Rock 'n Roll	9800
Peace Blade	10800
Dragon Axe	7500
Fox Spear	9700
Ocean's Rod	8600
Imp Earrings	4400
Demon's Cap	4500
Devil Helm	4600
Priest's Stole	4400
Segmentart	4500
Armor of Hell	4600
Geist Ring	4400
Drain Gloves	4500
Cursed Hands	4600
Devil Greaves	4400
Osorezan Socks	4500
Magic Leg Mail	4600

Ω SERV	
EQUIP.	PRICE
Shin	13,000
Rei	13,500
San	13,600
Fair Soul	14,200
Honeyflower	14,600
Schichishito	14,700
Divine Speed	14,800
Desert Axe	13,700
Happiness	14,200
Earth Staff	13,400
Owl Crest	6000
Cave Bear Hood	6100
Spirit Dragon	6200
Airy Robes	6000
Spirit Hauberk	6100
Tree Beast	6200
Hunting Guard	6000
Sonic Gloves	6100
Sprite Hands	6200
Oaken Greaves	6000
Oaken Solleret	6100
Oaken Leg Mail	6200

Magic Shop

Here you can purchase one-use scrolls that contain various elemental and other spells. They do not use up SP, making the scrolls a good choice for when you're in a pinch, or don't want to change equipment for a few simple uses of a spell.



IMAL A	701
SCROLL	PRICE
Speed Charm	100
Light Cross	1000
Warrior's Bane	200
Knight's Bane	200
Hunter's Bane	200
Hermit's Bane	200
Beast's Bane	200
Wizard's Bane	200
Raining Rocks	200
Ice Storm	200
Fire Tempest	200
Green Gale	200
Lightning Bolt	200
Nightblight	200
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A SERV	
(CARMIN	
GADELI	CA)
SCROLL	PRICE
Speed Charm	100
Hale Cross	2000
The Hanged Mar	
The Moon	200
Stone Storm	500
Gaia's Spell	500
Ice Strike	500
Cygnus	500
Flame Blast	500
Fireball Storm	500
Leafblight	500
Wood Sprite	500
Ion Strike	500
Raging Plasma	500
Dark Traitor	500
Chaos Spell	500

SERVER (FORT OUPH)

SCROLL	PRIL
Speed Charm	100
Hale Cross	2000
Warrior's Bane	200
Knight's Bane	200
Hunter's Bane	200
Hermit's Bane	200
Beast's Bane	200
Wizard's Bane	200
Meteor Strike	1000
Cosmic Truth	1000
Absolute Zero	1000
Permafrost	1000
Hellstorm	1000
Inferno Strike	1000
Jungle Rage	1000
Forest of Fear	1000
Thunderbolt	1000
Plasma Gale	1000
Nightfear	1000
Nightshade	1000

SCROLL	PRICE
Speed Charm	100
Divine Cross	5000
Warrior's Bane	200
Knight's Bane	200
Hunter's Bane	200
Hermit's Bane	200
Beast's Bane	200
Wizard's Bane	200
Summon Earth	5000
Summon Water	5000
Summon Fire	5000
Summon Wood	5000
Summon Thunde	er5000
Summon Night	5000
Stonecall	10,000
Aquacall	10,000
Infernocall	10,000
Greencall	10,000
Thundercall	10,000
Nightcall	10,000

Grunt Shop

The Grunt Shop is the place to raise Grunties (except on Δ Server), and where to participate in the Flag Race after raising the server's three Grunties. See Raising a Grunty for information about bringing your own creatures into adulthood, while Side Quests holds information about the Flag Races.



THE PEOPLE



Along with the shopkeepers and other fixed characters, the Root Towns also contain "PCs" going about their business. In most games any character not controllable by the player (such as in a party) are known as NPCs, or Non-Player Characters. Here though these other characters are supposedly run by other characters within Kite's "real world," so they are referred to as PCs, or Player Characters.

Speaking to shopkeepers allows you to get information or to use their services. If you speak to a PC, you can hear them chat for a while, or you can open the trade menu to gain new items. PCs come and go much as real players on an online game, so different characters can be found on different servers at any given time.

THE CHAOS GATE

One other fixture of every Root Town is the Chaos Gate, a large spinning portal acting as a doorway between the town and other areas or servers. To use the Chaos Gate approach within its radius and press 🕲 to bring up the Chaos Gate Menu. Then choose from the following options:

Random—Randomly creates a new Keyword using your currently available Keyword fragments. This option allows you to check the information for the area before deciding to enter.

New Keyword—Splice together available Keyword fragments by hand to form a new Keyword and its area. You don't need to use this to put together the Keywords obtained from mail or board messages, those show up on the Word List. Instead this is used for exploring non-core areas for experience or items, or for putting together other bonus area Keywords that are obtained outside the game, such as through viewing the .hack://LIMINALITY OAV.



Word List—Access special areas uncovered through e-mail, friends, board messages, and other such events. As you obtain the Keywords, they are entered onto this list automatically. Those with a red checkmark are areas that you have not yet completed.

Warp History-Once you create a Keyword with the "New Keyword" option it is entered within this list. If you have not yet used "New Keyword" on the current server, this option is displayed in grey and cannot be selected.

Other Servers—Switch to another server. This moves you directly to the Chaos Gate in the new server's Root Town. As with the "Word List" option, servers containing objectives yet to be completed are displayed with a red check mark.

THE AREAS

THE FIELD

Once you enter an area through a Chaos Gate, Kite and his chosen party members appear at a fixed location on the Field, which is the ground-level area surrounding the Dungeon. Normal Fields have certain features in common, although placement of those features differs between Fields. Sometimes for important areas these placements are fixed by the game. At other times they are semi-random, determined mostly by the Keyword fragments used to create the Keyword for the area.

The Map

The Map is displayed in the upper right-hand corner of the screen. When you enter the first area it is the Default Map, which displays the area directly around your party in good detail. Press Select once to change from the Default Map to the Overall Map. Pressing Select once more turns off the map completely. Continuing to press Select cycles between the three displays.

Field Portals and Chests

Approaching a Field Portal causes it to open, sometimes disgorging enemies, at other times creating a treasure chest. Once you trigger a Portal, it vanishes. Leaving the Field and returning to the area causes the Portals to reappear, whether you leave the area entirely and return, or simply enter the Dungeon then come back out.

Press to open normal chests to obtain the item inside. There are also Risky Treasures, which look similar but are blue in color. Use a Fortune Wire in order to turn the chest into a normal treasure. Attempting to open the Risky Treasure without the Fortune Wire results in a trap being sprung, and a negative effect for Kite. Springing the trap in this fashion also destroys the item normally found inside, leaving behind a Fortune Wire.



Treasure chests in the Field only appear from Field Portals or after defeating an enemy. Once they appear they do not show up in the map display. The Field Portals do not show up on the map until you use a Fairy's Orb, then they are marked as yellow dots.



WANDERING MONSTERS

The main areas of the game accessed through the "Word List" option of the Chaos Gate do not have random encounters. Every enemy that you fight either comes from a Portal or is a planned encounter such as a Boss fight. Areas created through the "New Keyword" or "Random Keyword" options may have monsters wandering the Field. Wandering monsters are the same types as those which can come from the Field Portals.

Grunty Food

You can also collect special Key Items known as Grunty Food from the Fields. Used in raising Grunties, these objects move and make noise as Kite draws near. As he gets closer, the name of the food displays overhead. The various types of food change with different types of Field. Check *Raising a Grunty* for more information on these items.

These are not displayed on the maps, but most Grunty Foods are found on specific types of landmarks. You can also use Grunty Search with a Noble Grunty to find Grunty Food on a Field. These Key Items return after you leave the Field and come back.





Symbols

A Symbol is an item that can be activated to cast a beneficial effect upon nearby party members. A Symbol shows up as a small flame, usually found on some type of landmark. It vanishes once activated, but reappear once you leave and come back. Remember that this effect only occurs for those that are standing nearby, so if your party is scattered allow the members to catch up before activating the Symbol.

Spring of Myst

Springs of Myst only appear within certain Field types. This feature shows up as a small pond on the ground. Pressing prompts Kite to throw in a weapon or piece of armor, which causes the Spirit of the Spring to float up and ask if you lost a Golden or Silver Axe. Choosing either of these gives you that item, while responding "no" to both causes the Spirit to attempt to change the piece of equipment that you threw in. This attempt either raises or lowers the item's level, depending on the conditions of the Field. Springs of Myst are displayed in blue on the map. Once the Spring is activated it disappears from both the Field and the map display and does not return at any point in the game.



CHOOSE WISELY

Don't just automatically choose to take a Golden or Silver Axe, even if you need one of these items. Remember that using a piece of equipment higher in level than the Spirit can handle, you receive both, along with the original item. This is a much better option than picking and choosing!

Dungeon Entrance

The last and most important feature of most Fields is its Dungeon Entrance. This is some sort of entryway leading down into the ground itself, with a torch burning to each side. The Dungeon Entrance shows up on the map display marked with a red arrow. Walking through this archway leads into the actual Dungeon for the area, detailed below.



THE DUNGEON

While some of the features from the Fields make their way into the Dungeon, some features are new to the Dungeon level. Rather than one vast aboveground space, the Dungeon is divided into separate levels.

The Dungeon Map

The map reappears at the top right of the screen, but now there is no overall display. You do not see any rooms that you have not yet explored unless you use a Fairy's Orb.

This map only displays one level at a time. To explore floors higher or lower than your current level you must take the staircases, each marked as "UP" or "DOWN." Dungeon Portals are displayed with the same yellow dots as the Field Portals. This time treasure chests and Symbols are marked as small black dots.



Getting Around

Going up or down a staircase takes you to the room on the next floor with the corresponding staircase. This all seems simple enough, but you should be warned that once you enter a room with a Dungeon Portal, all exits seal off and do not unlock until you defeat any enemies that appear from the Portal. If a chest appears, the doors unseal after a brief pause.

To leave the Dungeon, either retrace your steps or use a Sprite Ocarina to warp directly to the Field near the Dungeon Entrance. You cannot be in the middle of combat when you use the Sprite Ocarina. In some cases your party automatically returns to the server's Root Town after meeting a specific goal in the Dungeon, but the Ocarinas are good to have just in case.

Breakable Objects

One of the features found only in the Dungeons is the breakable object. These take the form of jars, skeletons, crates, or other fragile items scattered throughout the levels.



Breaking open one causes it to vanish, and in some cases you receive an item. These objects are usually healing and restorative items. The strength of the HP-restoration items tends to correspond with the difficulty of the Dungeon.

Along with the restorative items, you can also obtain special potions that contain the various elements. When used, they raise your party's affinity to correspond to that element, but they are best used in trading to specific PC's in the Root Towns for special items. The specific potion that you receive in a given area depends on that area's overall element:

Earth element
Water element
Fire element
Wood element
Electric element
Darkness element

Items received from these breakable objects are random. The objects reappear once you leave the room and re-enter.

Virus Crystals

Virus Crystals are special Dungeon features that only show up in a few set locations, inside some of the Dungeons. They are found in the small "storeroom" areas within the Dungeons, usually alongside multiple breakable objects. The Crystals are made up of floating, glowing cubes. They give you a specific Virus Core, and once triggered they vanish, and do not reappear for the rest of the game.





The Gott Statue

Another of the special items found only in Dungeons, Gott Statues are found in a small narrow room by themselves, with just a chest linked to the statue. The Gott Statue gives you three special items, usually one piece of equipment that is anywhere from good to unique, and two of the "treasure" items used in trade such as Yellow Candy or Golem Parts. The chest attached to the Gott Statue shows up on the map as a small black dot, just like other normal treasure chests.

THE ZEIT STATUE

While most Dungeons hold a Gott Statue, some do not due to special events such as Boss fights that take place inside them. Other areas hold a Zeit Statue, part of a special challenge listed on the board under the title "Zeit Statue."

Other Features

Dungeons hold their own **Dungeon Portals**. These function in the same way that the Portals, with the added twist that they close off the room's exits. Dungeon Portals only reappear if you leave the entire Dungeon and return.

Treasure chests are much the same as on the Field, except they show up on the map display. Symbols are similar to those found on the Field, but they are rarer. Most Dungeons do not even hold a Symbol, and they appear on the map as black dots.



The Grunty Food can also be found in the Dungeon. However, it is not of the same type as can be found on the Field. The Grunty Food inside a Dungeon is a type of egg. There are four types of egg that correspond to different types of Dungeon, plus the Golden Egg that may show up alongside any of these egg types.

MAP LEGEND Ascending Staircase Descending Staircase Symbol Magic Portal Spring of Myst Treasure Chest Grunty Food B Boss

HACKING DVANCED

With the basics for the game under your belt, it's time to learn a few advanced subjects before tackling the real meat of the game.

THE PERSONAL MENUS

SKILLS

Different tabs in the Skills menu are reached by scrolling left and right while viewing the menu, with each tab headed with the name of that group of skills. The skills are listed below the tab. In some circumstances skills cannot be selected no matter your current SP level. To see what action using a skill performs, move the cursor over the skill to bring up descriptive text at the bottom of the screen, including the skill's element and other attributes.



Skills that attack the enemy physically, using a weapon to perform some complex special attack.
These skills use SP to attack the enemy with a special elemental effect.
Described and the control of any time and rectors HP remove status effects or revive characters.
Strengthen skills can be cast at any time and have various effects from constant SP regeneration to increasing your character's defense.
The add a pagetive etatus effect to the enemy
Only Kite has these skills, thanks to the power of his bracelet. They raise Kite's infection rate and can cause bad things to happen in some
cases. (See Data Drain later in this chapter.)

ABOUT WEAKEN SKILLS

Some skills may have effects that you don't quite expect, so experiment often. Some may take effect even when you would think that the enemy would be resistant to them, while others have interesting side effects

ITEMS

When you bring up the Items screen there are four numbers across the top. These indicate your inventory capacity. The first number is the number of different types of item that you currently carry, with the second being the maximum of 40. Next are the current and maximum number of items stored within the Elf's Haven. You can carry up to 99 individual units of each type of item.

Items	Recovery items, items to aid in the exploration of areas, and potions to change the characters' elemental affinity.	
Scrolle	Scrolls are one-use items that contain spells.	
Books	These rare items can be used once each and change one of Kite's parameters permanently.	
Treasure	These items are valuable for trading, but don't have another specific use.	
Equipment	This is the equipment that Kite or his companions can wear and wield. You can't use or equip the items from this screen.	

KEY ITEMS

These are special items that do not count toward Kite's carried items limit. Some of them can be used much as normal items.



		Event items are collected through special events or other circumstances. Some can be used and some cannot.
*	Event Item	Event items are collected through special events of other chickmatances, one County within a Post Town's Grunty Shop
	Grunty Food	This is the food collected from Fields and Dungeons. It can be used to raise a Grunty within a Root Town's Grunty Shop.
	Virus Core	This is the food collected from Fields and Dungeons. It can be used to laise a Great Street of the Collected from Fields and Dungeons. It can be used to laise a Great Street of the Collected from Fields and Dungeons. These items are Data Drained from enemies, found in a few Dungeons' Virus Crystals or obtained in some special cut-scenes. Virus Crystals
		LC O. I. U. alian
		are used for Gate Hacking.
	Book of 1000	are used for Gate Hacking. These are the Books of Ryu. There are eight in total, and they are gained through the use of Kite's bracelet. Each covers a different category, these are the Books of Ryu. There are eight in total, and they are gained through the various categories you receive a special item for
		These are the Books of Ryu. There are eight in total, and they are gamed through the various categories you receive a special item for and records statistics for the game thus far. Once you meet specific requirements within the various categories you receive a special item for
		your Desktop.

EQUIPMENT

While equipped items can be viewed in other places, the Equipment option allows you to actually change your weapons and armor. When you highlight a possible replacement weapon or piece of armor, stats that would change are displayed below. Increases in parameters are displayed in green, while those that would decrease are shown in red.

COMBAT

Combat in the .hack series takes place in real time, although it pauses when you open a menu. A battle begins when a party member comes close to a monster. Usually this is through triggering a Portal, although sometimes it can be due to walking close to a wandering monster on a Field or through a special event.

DURING THE FIGHT

The words "Battle Mode On" appear at the beginning of a fight. When the last opponent falls, "Battle Mode Off" appears in blue at the center of the screen.

While in a Field, you can sometimes stop combat by running and putting a good distance between yourself and the foe, although this window of opportunity usually doesn't last for long. The speed of some enemies and the possibility of triggering other Portals along your path of retreat make this option a dangerous one. Retreat is not possible when inside a Dungeon.



YOUR PARTY MAKEUP

Keep allies' character classes in mind when making your party. Each Class has its strengths and weaknesses. Learn the uses of each class in combat and use that to your advantage.

Battle Chatter

While exploring Dungeons and even fighting, your party members keep up a semi-steady flow of conversation reflecting what you are currently doing. While this usually isn't important during routine exploration, this chatter can become more useful during a fight. Characters may offer advice for fighting particular enemies, or keep you updated on their status. Even more importantly if you have a character in a combat mode that uses items such as "First Aid," they let you know when they use up the last of a certain item. For this reason it's good to try to keep your party members onscreen so that you can see such warnings when they occur.



Battle chatter also shows up when you use the Chat Menu to give orders to your party members. When Kite gives an order it shows up in red, and your party members' responses to this command show up in blue. This can be useful because if a character is paralyzed or asleep or otherwise unable to act and you've missed it, they let Kite know at this point. It also gives you a chance to watch to make sure that you didn't issue the wrong command by accident.

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Combat Actions

During battle, each enemy combatant has a bar representing its current HP over its head. Once you approach an enemy you also see that specific creature's information such as HP, Element, and any tolerances to the top left of the screen. Once you get close enough to display this information press and Kite attacks the enemy with a normal strike. Kite is the only character that you can control in this way; the others must be given general orders through the Chat Menu.

While in combat you can also use your skills for a variety of effects. Of course using these abilities affects the caster as well. This leaves Kite somewhat helpless while performing a long, complex attack skill. The enemy being attacked is usually frozen in place at the same time, but it can still attack or use skills from where it stands, and allied enemies not being struck by the skill can still move around as normal.

Using Magic spells also freezes both the caster and victim, although this time the target cannot attack unless they are either within reach or have a similar long-distance skill. As before some special enemies may be immune to this "freeze" effect. Other spells, such as Strengthen skills, freeze the caster but not the target. Finally Data Drain skills completely freeze time while they resolve.



DEEP FREEZE

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You can use this freezing effect of spell casting against other spell casting foes. Many of these monster types are fast and agile, making them hard to catch as they and their allies constantly pound your group with spells. You can turn the tables on them by casting a spell of your own against such a foe, allowing any melee fighters in your party to get the chance to run up to it and attack.

VANCED

The Chat Menu

If you wish for your party members to use some strategy other than the default "Operation Wonder Battle," you must use this menu to change their AI either individually or as a whole. Press [Square] to bring up the Chat Menu. There are three tabs, which are as follows:

Skill Usage

Giving orders from this tab does not change the overall battle strategy, but it changes your allies' actions. These commands affect all the supporting party members.

Salar Salar Salar	
Skills!	Allows the use of physical and magical skills during the fight. Also allows related items (Magic Scrolls) to be used if no skills are available.
First Aid!	Characters use recovery spells and items as needed. Spells are used first, given enough SP. They do not include SP restoration. If no
	one needs restoration of any sort, the characters attack physically.
Weaken!	Characters focus on using any weakening Skills or items against the enemy, attacking when they have no new ways to affect the foe.
Strengthen!	Characters cast any strengthening Spells or using items on their allies, until these run out and they begin to attack.
Don't use skills!	Characters cease the use of any skills or items, and instead just go for a straightforward attack.
Attack!	The party attacks the foe physically, using normal physical attacks or attack skills if available.
Magic!	The party attacks the foe magically, using spells or scrolls against the foe. In between casting such spells they attack physically.
Use Sprite Ocarina!	This choice is only available in a Dungeon, and can only be used outside combat. Causes one of your party members to use a
	Sprite Ocarina.

NOT JUST FOR BATTLE

Many of these commands have uses outside of battle, such as "Strengthen" and "First Aid." While exploring a Field such an order lasts until the night fight. Inside a Dungeon it lasts until you move into the next room.

Strategy

These are overreaching strategies, lasting from one combat to the next. If you want to change back to the previous strategy you must manually do so, because it does not reset automatically. Commands issued from other tabs after setting the Strategy can override some of the Strategy elements.



1	Operation Wonder Battle	Characters attack the closest enemy without using skills or items.
	Operation Union Battle	Your entire party attacks the same enemy, following Kite's lead. In its default use, this Strategy does not allow characters to use skills or items.
	Operation Follow Me	Characters form around Kite and attack only the enemies that wander close, not using skills or items.
	Operation Recover	Your party stands in place and each member recovers himself or herself as needed.

Members

While the other options affect all characters, here you can command one specific character at a time. First choose the ally to command, then you must choose the strategy that you want him or her to use. The first three of these options appear at all times, while the last three only appear during combat.

CHARLES	
Designate Skill	Select one of the character's specific skills to perform one time.
Change Equipment	This can only be used outside of combat. It brings up a menu identical to Kite's own Equip screen.
First Aid!	This is just like the "Skill Usage" command by the same name, except that it only affects the one specific character.
Designate Target	Select one specific target for the character to attack.
Assemble	This is like "Follow Me" strategy, but for one specific character.
Standby	The character stops moving altogether and only performs recovery actions when needed.

To make it easier to remember, focus on the fact that Strategy covers general strategy for the party. Skill Usage narrows down to the use of skills within that Strategy and overrides some elements. Members commands override yet more elements and narrow the strategy down further on an individual level.

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THE ELEMENTS

Learning the different elements and their relationships is one of the keys to mastering combat. To see a specific enemy's elemental affinity target it, and check the icon beside its name and HP bar. Monsters are resistant to spells and skills of their own element.

When you do strike a foe with an Element opposite its own, you have a chance to critically damage it for large amounts of damage. This is known as an **Elemental Hit**. These words are displayed over the enemy when such a strike happens. The elements and their oppositions are as follows:





Your characters also have elemental affinities, which are greatly affected by equipped items. These elemental affinities help to determine the damage dealt and received in combat.

Pay attention to an enemy's affinity and use elements to your advantage. Watch out for more general resistances, such as a tolerance to Physical or Magical. Foes with these resistances cannot be affected by the listed type of attack at all, so you must work around this or else try to use a spell to strip away the protection.

Status Effects

In the course of combat or normal explanation, characters may end up with various status effects, either positive or negative. An icon represents any effect currently in effect. It's located at the top of the small character portrait along the bottom of the screen.

What follows are some of the most common negative status effects. Watch out for them, and remove them as quickly as possible.

Physical	
Poison	Lowers the character's HP by a small amount every few seconds over a long period of time.
Paralysis	Freezes the character, making him or her unable to act. Lasts for a short time.
Speed Down	The character's running speed is drastically decreased. Lasts for a long time.
Physical Status Down	This temporarily lowers one of your character's physical attributes. Lasts for a long time.
Mental	
Curse	Lowers the character's SP by a small amount every few seconds over a long period of time.
Sleep	The character falls asleep for a short period of time.
Confusion	The character acts on his or her own for a short time and is not controlled by the player.
Charm	The character again is uncontrollable by the character for a short time, and attacks only his or her allies.
Mental Status Down	This lowers one of your character's mental attributes for a long period of time.

You can remove physical ailments with the Antidote item or with the spell Rip Teyn. Mental ailments can be removed with a Restorative or Rip Synk. Returning to a Root Town remove all status ailments, including Death.

Death is a state caused by the loss of all HP. A transparent ghost represents the character, who cannot perform any actions until revived. When Kite is dead, he can still issue commands. You can restore this state with the use of the Rip Maen spell, or with a Resurrection item. Upon revival, a character has full HP, but SP become zero.

SWEET REWARDS



There are two main rewards for defeating enemies—items and Experience.

The Experience Points awarded for each slain monster are as follows:

EXP Based on Monster's Level/Player's Level

	LEVEL DIFF.	EXP	LEVEL DIFF.	EXP
	10	1	1	70
ı	-9	2	2	80
	-8	3	3	100
	-7	4	4	130
Ĭ,	-6	6	5	170
1	-5	8	6	220
	-4	13	7	280
	-3	28	8	350
	-2	40	9	430
	-1	50	10	520
	0	60		

The battle is over when the last enemy falls or when the group moves out of the range of any remaining foe. Once the battle is over remember to check your characters' HP, SP, and status effects.

THE POWER OF THE BRACELET

One factor raises Kite above the typical character, a mysterious bracelet. He received it from Aura during the same incident that placed his friend in a coma. In order to get through the game, you must learn how to use its abilities effectively.

DATA DRAIN

Virus Infaction

While fighting an enemy and causing it damage you may notice that at certain points the words "Protect Break" appear over it. At that point you can use your bracelet to perform a Data Drain. A Protect Break lasts for a short time before the monster's protection is restored.

When you do use Data Drain against a foe in the stages of Protect Break it has a few effects, positive and negative. It changes the enemy from its current form into a new, almost always weaker monster. On the negative side, these weak foes usually give only 1 experience point when killed. The Drain also increases Kite's Infection Rate; if his Infection Rate is high when you perform a Data Drain, you risk a slew of bad effects.



The amount that the Infection Rate increases depends on both the monster's difference in level compared to Kite, and on the specific Drain ability used, as follows:

viius iiii	VII us illiection hate														
Skill	-4 or less	-3	-2	-1	0	1	2	3	4	5	6	7	8	9+	
Data Drain	+7	+8	+9	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20	
Drain Arc	+14	+16	+18	+20	+22	+24	+26	+28	+30	+32	+34	+36	+38	+40	
2128 Drain	+21	+24	+27	+30	+33	+36	+39	+42	+45	+48	+51	+54	+57	+60	

Drain Heart +24 +27 +30 +33 +36 +39 +45 +48 +51 +54 +57 Whenever you kill an enemy in the normal manner, the Infection Rate drops by a random amount between one and three percent.

+42

As the Infection Rate climbs higher, the negative effects, known as Wild Glitches, that may occur get worse, and occur more easily. The Glitches occur at one half the Infection Rate. The possible effects are as follows:

Virus Infection Rate and Associated Wild Glitches

0-24% (Blue)	25-49% (Blue-Green)	50-74% (Green)	75-99% (Yellow)	100% (Red)
Everyone's HP & SP Restored				
Everyone's HP & SP Restored	Magical Attack Down	Poison	Paralysis	All Poisoned
Physical Attack Down	Magical Defense Down	Paralysis	Sleep	All Paralyzed
Physical Defense Down	Magical Accuracy Down	Slow	All Poisoned	All Slow
Physical Accuracy Down	Poison	Charmed	All Paralyzed	All Charmed
Magical Attack Down	Paralysis	Confusion	All Paralyzed	All Confused
Magical Defense Down	Slow	Sleep	All Slow	All Sleep
Magical Accuracy Down	Charmed	All Poisoned	All Charmed	All Cursed
Poison	Confusion	All Paralyzed	All Confused	Everyone 50% HP Loss
Paralysis	Sleep	All Paralyzed	All Sleep	Everyone 50% SP Loss
Slow	Cursed	All Slow	All Sleep	Lose 1000 EXP
Charmed	All Paralyzed	All Sleep	All Cursed	Lose 1000 EXP
Confusion	All Sleep	All Cursed	Everyone 50% HP Loss	Everyone's HP & SP to 1
Sleep	Everyone 50% HP Loss	Everyone 50% HP Loss	Everyone 50% SP Loss	Everyone's HP & SP to 1
Cursed	Everyone 50% SP Loss	Everyone 50% SP Loss	Lose 800 EXP	Lose 1 Item
Lose 200 EXP	Lose 400 EXP	Lose 600 EXP	Everyone's HP & SP to 1	System Error

WARNING!

If "Warning!" appears under the character's Infection Rate, the Infection level is getting dangerously high. Continuing to use Data Drain at this point can be risky, with System Error being the worst possible result-this ends the game abruptly, as if the entire party had been wiped out in combat.

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Not all effects of Data Drain are negative. Using Data Drain nets Kite one of three items carried by that monster type—a normal item, a rarer item or a Virus Core. See the *Bestiary* for the specific items given by a particular monster.

At the start of Kite's journey—whether back in a previous volume for experienced players, or just at the start of the game for those new to the series—he has only the normal Data Drain skill. After Data Draining at least 240 enemies, Kite earns Drain Heart in .hack://QUARANTINE. If you are beginning the series with this last volume, all four Data Drain skills become available as Kite reaches the necessary number of enemies Drained.

DATA BUGS

There are some special foes within the game known as Data Bugs, which cannot be destroyed until they reach Protect Break and you use Data Drain against them. Keep this phenomenon in mind when using Data Drain against normal monsters—if you run into a Data Bug, you must use Data Drain to emerge victorious, no matter how high your Infection Rate might be. This is why it's a good idea to keep the level of infection at a reasonable level, unless you know specifically what lies ahead.



GATE HACKING

Along with Draining enemies, Kite's bracelet gives him the ability to hack into Gates protecting certain special areas, destroying the lock and giving Kite's party access.

When one of the areas that you attempt to access is protected in this way, the Gate Hacking screen appears. Insert a Virus Core in the lower spoke by pressing up on the Directional Pad. The required Virus Core automatically fills the slot, provided you have it on hand. In order to switch spokes, press left or right. To the right is a listing of all collected Virus Cores, with those needed for the current gate highlighted.

Once all of the required Cores have been inserted, the unlocking is complete. From this point on the lock is broken, and anyone can access the area without needing to hack it.



THE AREAS

USING KEYWORDS

The Getting Started section provides details on the use of Chaos Gates, but now it's time to give some information on what each Keyword fragment does.

Each Keyword is made up of three separate segments. When two segments try to affect the same element of an area, each has a priority level to see which takes precedence. When you view the info screen before entering an area, this web of effects and preferences shows up as an array of colored gems in a graph. A red gem shows that this segment has the highest priority for a specific aspect of the area, while green and blue gems show a lower priority. Here is a list of the various Keyword fragments, and the effects that they have:

MODIFIER PRIORITIZATION

When a single keyword affects multiple modifiers, they are ordered based on the following ranking. The letters shown in this list are found in the following tables under "Priority."

S>A>B>C>D>E>F>G>H>I>J>K>L>M>N>O>P>Q>R

Modifier Descriptions

- Field Type: Determines the field's environment. There are 11 types: Scorching 1 & 2, Desert 1 & 2, Jungle, Snow 1 & 2, Wilderness, Earth, Leaf Mold, and Grassland.
- **Dungeon:** Controls the number of floors and rooms in the dungeon. Dungeons can have three to five floors. If the keyword has no Dungeon modifier, the dungeon will have three floors. Those with a value of 6 or 7 have four floors, whereas values of 8 to 10 yield a dungeon with five floors.
- Weather: This value determines the weather on the field, which has a direct role in determining the element of the area. One to three weather types are combined to determine the area's weather.
- Flatness: Determines whether the field is flat, hilly, or steep.
- Buildings: Determines how many objects are scattered across the field. This value has three settings: few, normal, or many.
- Area Level: Determines the level of the monsters on the field and in the dungeon. The higher the number, the more powerful the monsters will be.
- Monsters: Dictates the relative number of the monsters in the area.

- ltems: Dictates the relative number of items found in the area.
- Magic Portals: The final modifier determines the number of Magic Portals on the field and in the dungeon. The higher the number, the more Magic Portals there are.

The element of the area is determined by various attributes, including the Field Type and Weather.

Field Type	Element	Note	Field Type	Element	Note
Wilderness	Earth		Jungle	Water	With snow present, becomes Thunder.
Snow 1 & 2	Water		Leaf Mold	Water	With snow present, becomes Thunder.
Scorching 1 & 2	Fire		Grassland	Water	With thunder present, becomes Thunder.
Desert 1 & 2	Fire		Earth	Darkness	With thunder present, becomes Thunder.

Tables Explained	
Word	Keyword used in the area generation.
PRTY	Priority Level for being selected.
WTR	Weather on the field.
Hills	Hilliness of the landscape in the field.
Buildings	Number of structures on the field.
A LEV	Area difficulty.
OBT	Where the keyword was obtained. Those marked as "Start" are available at the beginning of the game, "Event"
	keywords are obtained through events such as cinematics, while "Other" indicates they were learned via the Board
	or Email.
Field	Indicates the type of field environment.
DUN	Dungeon size.
MON	Modification to type of monsters present in the area.
Item	Relative value of the items found in the area.
Portals	Number of Magic Portals on the field and in the dungeon.

PART A KEYWORDS

Keywords Obtained in Volume 1

	Word	PRTY	WTR	HILLS	BUILDINGS	A LEV	OBT
	Bursting	D	•		Average	+1	Event
	Hidden	D		-	Few	+1	Event
1	Expansive	D			Average	+2	Event
	Boundless	D		-	Many	+2	Event
	Closed	D		MAGNETURE WITH	Average	+3	Event
	Quiet	D	•	-	Few	+3	Event
	Plenteous	D		-	Many	+3	Event
	Collapsed	D	-		Average	+4	Event
	Cursed	D	-	-	Few	+4	Event
	Buried	D	-	-	Many	+4	Event
	Lonely	D			Few	+5	Event
	Great	D		-	Average	+5	Event
	Chosen	D		-	Many	+5	Event
	Discovered	Р	Afternoon	Steep		-	Start
	Indiscreet	Р	Evening	Hilly		-	Start
	Putrid	P	Night	Flat	-		Start
	Hideous	Р	Cloudy	Steep	101 - 101-101-101-101-101-101-101-101-101-10	- 11 en	Start
	Soft	P	Rainy Afternoon	Hilly	-	-	Start
	Beautiful	Р	Rainy Night	Flat		-	Start
P	Raging	Р	Stormy Afternoon	Steep		-	Start
	Noisy	Р	Stormy Night	Hilly			Start
	Dog Dancing	Ρ .	Blizzard Afternoon	Flat		-	Start
	Rejecting	Р	Blizzard Night	Steep		•	Start
	Sleepy	Р	Afternoon	Hilly	-	-	Start
	Sinking	Р	Evening	Flat	•	-	Start
	Greedy	Р	Night	Steep	-	<u>-</u>	Start
	Voluptuous	Р	Cloudy	Hilly			Start
	Detestable	P	Rainy Afternoon	Flat		-	Other
	Chronicling		•				Other

Keywords Obtained in Volume 2

Word	PRTY	DUN	ITEMS	OBT
Soaring Sky	G	+1	-10	Event
Dolorous	G	+3	-4	Event
Nameless	G	+4	-3	Event
Resurrecting	G	+4	-2	Event
Merciless	G	+5	-1	Event
Dying	G	+5	0	Event
Dazzling	G	+6	+2	Event
Blooming	G	+7	+4	Event
Scattering	G	+8	+6	Event
Pulsating	G	+9	+8	Event
Stalking	Р	+6		Start
Bitter	Р	+7	-	Start
Barking	Р	+8		Start
Reckless	Р	+9	-	Start
Perceived	Р	+10	m-Clori	Start
Generous	Р	+1	-	Start
Obedient	Р	+2	Sies T itude (1)	Start
Outpouring	Р	+3	-	Start
Capricious	Р	+4	- 1	Start
Predatory	Р	+5		Start
Entwined	Р	+6	ni l iilus.	Start
Abrasive	P	+7	-	Start
Lightless	Р	+8	-	Other
Shapeless	Р	+9	-	Other
Bottomless	Р	+10	-	Other

Keywords Obtained in Volume 3

Word	PRTY	FIELD	WTR	A LEV	ITEMS	PORTALS	OBT
Chatting	J	-	Cloudy	+1	+6	-	Event
Tested	J	-	Afternoon	+2	0	- 195 236	Event
Turbulent	J	-	Blizzard Afternoon	+2	+6	-	Event
Rising	J		Evening	+3	0	- 1060 E09	Event
Sorrowful	J	-	Afternoon	+3	+6	-	Event
Fleeting	J	-	Blizzard Night	+4	+2	- makey	Event
Resonating	J	-	Evening	+5	+4	-	Event
Attracting	P	Scorching 1			-	Average	Start
Spun	P	Scorching 2	-		-	Many	Start
Lost	P	Desert 1			-	Few	Start
Incessant	Р	Desert 2				Average	Start
Seeding	P	Jungle			-	Many	Start
Clean	P	Snow 1			-	Few	Start
Solemn	P	Snow 2		-		Average	Start
Unusual	Р	Wilderness 1	-	-	-	Many	Start
Dripping	P	Earth 1	•		- 2	Few	Start
Ancient	P	Leaf Mold 1	-	-	-	Average	Start
Billowing	P	Grassland	-		-	Many	Start
Jealous	P	Scorching 1	-	-	-	Few	Start
Mimic	P	Scorching 2				Average	Start
Corroded	P	Desert 1	-		-	Many	Start
Cracked	P	Desert 2				Few	Other

Keywords Obtained in Volume 4

Word	PRTY	DUN	WTR	HILLS	A LEV	PORTALS	OBT
Bigoted	M	+5		Steep	+1	Average	Event
Screaming	M	+5		Hilly	+2	Few	Event
Cruel	M	+6		Flat	+2	Average	Event
Splendid	M	+7	-	Flat	+3	Many	Event
Dreaming	M	+7	-	Hilly	+3	Average	Event
Muted	M	+7	-	Steep	+3	Few	Event
Rotting	M	+7	-	Flat	+3	-	Event
Graceful	М	+8	-	Steep	+4	Average	Event
Reincarnated	М	+10	-	Hilly	+5	Many	Event
Intimidating	Р	+6	Afternoon	Steep	-	-	Start
Sickened	P	+7	Evening	Hilly	-		Start
Plundered	P	+8	Night	Flat	-		Start
Excessive	P	+9	Cloudy	Steep	-		Start
Strayed	P	+10	Rainy Afternoon	Hilly	-	- main parties at	Start
Vaguely	P.	+1	Rainy Night	Flat	-	-	Start
Secretive	P	+2	Stormy Afternoon	Steep	-		Start
Sleepless	P	+3	Stormy Night	Hilly	-		Start
Mysterious	P	+4	Blizzard Afternoon	Flat	-	-	Start
Writhing	P	+5	Blizzard Night	Steep	-	-	Start
Unspeakable	P	+6	Afternoon	Hilly	-	-	Start
Strange	Р	+7	Evening	Flat	-		Start
Unenduring	P	+8	Night	Steep	-	-	Start
Breezing	P	+9	Cloudy	Hilly	-		Other
Unmatched	Р	+10	Rainy Afternoon	Flat	-	-	Other

PART B KEYWORDS

Keywords Obtained in Volume 1

Word	PRTY	FIELD	MON	ITEMS	PORTALS	OBT
Passed Over	Е		-10	-10		Event
Forbidden	E		-8	-8	-6	Event
Haunted	Е	-	-6	-6	-	Event
Corrupted	E	-	-4	-4	-	Event
Oblivious	Е	-	-2	-2	-	Event
Eternal	E	-	0	0	42	Event
Smiling	E	-	+2	+2		Event
Momentary	E		+4	+4	-/-	Event
Despaired	E	-	+6	+6	-	Event
Pagan	E	-	+7	+7		Event
Silent	E	-	+8	+8	-	Event
Distant	E	-	+9	+9	-	Event
Hopeless	E		+10	+10	-	Event
Primitive	Q	Scorching 1	-	-	Average	Start
Gluttonous	Q	Scorching 2	-	-	Many	Start
Hot-blooded	Q	Desert 1	-		Few	Start
Destroyer's	Q	Desert 2	-	-	Average	Start
Solitary	Q	Jungle	-	-	Many	Start
Someone's	Q	Snow 1	-	-	Few	Start
Her	Q	Snow 2	- 100	Harris II	Average	Start
Law's	Q	Wilderness 1	-	-	Many	Start
Talisman	Q	Earth 1	-		Few	Start
Orange	Q	Leaf Mold 1	-	-	Average	Start
Organ Marke	t Q	Grassland	-	-	Many	Start
Agonizing	Q	Scorching 1	-	-	Few	Start
Geothermal	Q	Scorching 2	-	-	Average	Start
Golden	Q	Desert 1			Many	Other
Passionate	Q	Desert 2	-	-	Few	Other

Keywords Obtained in Volume 2

	Word	PRTY	FIELD MC	IN	ITEM	S F	PORTALS	OBT
T	Bounded	Н	Cloudy			-10	Start	
	Evil Eyed	Н	Night		-	-8	Start	
	Seeker's	Н	Evening		-	-6	Start	
	Confused	Н	Cloudy		-	-4	Start	
	Grieving	Н	Afternoon			-2	Start	
	Madness	Н	Rainy Afternoon		-	+2	Start	
	Sage's	Н	Blizzard Afternoon			+4	Start	
	Promised	Н	Stormy Night		-	+6	Start	
	Fossil's	Н	Night			+8	Start	
	Worst	Н	Cloudy		in the second	+10	Event	
	Guffawing	Q	Afternoon		Steep	-	Start	
	Light Trap	Q	Evening		Hilly	-	Start	
	Soul	Q	Night		Flat	-	Start	
	Dusk	Q	Cloudy		Steep		Start	
	Bemused	Q	Rainy Afternoon		Hilly	-	Start	
	Astigmatic	Q	Rainy Night		Flat	-	Start	
	Fatal	Q	Stormy Afternoon		Steep	-	Start	
	Unending	Q	Stormy Night		Hilly	-	Start	
	Survivor's	Q	Blizzard Afternoon	1	Flat	-	Start	
	Sacred	Q	Blizzard Night		Steep	-	Start	
	Miracle	Q	Afternoon		Hilly	-	Start	
	His	Q	Evening		Flat	-	Start	
	Ghostly	Q	Night		Steep	-	Start	
	Vengeful	Q	Cloudy		Hilly	-	Other	
A	Fantasy	Q	Rainy Afternoon		Flat	-	Other	



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Keywor	ds Obtained ir	ı Volun	ne 3
Word	PRTY FIELD	DUN	WT
Snaring	К -		+5

Word	PRI	Y FIELD	DUN	WTR	BUILDINGS	MON	OBT
Snaring	K			+5	+1	Average	Event
Quicksilver	K	-0	- 1	+5	+2	Few	Event
Distrusting	K	-		+5	+3	Average	Event
Implacable	K		10-11-0	+5	+4	Many	Event
Sweltering	K	-	-	+5	+5	Average	Event
Fallow	K	S	sal toes.	+5	+6	Few	Event
False	K	-	-	+5	+7	Many	Event
Fated	Q		+6				Start
Sea of Cloud	Q	-	+7	-			Start
Morphean	Q	-	+8	-			Start
Hard Roe	Q	-	+9	-		-	Start
Prejudiced	Q		+10	-			Start
Loose	Q		+1	-		-	Start
Lifeless	Q	1 - 1 - 1 - 1	+2	o- 8		-	Start
Sun Colored	Q	-	+3	-			Start
Your	Q	Al -	+4	- 8		-	Start
Relativistic	Q	-	+5	-	-	-	Start
Half-boiled	Q		+6	- 4		-	Start
Festive	Q	-	+7	-	-		Start
Gambler's	Q		+8	-	aktorika 📆 🐰		Other
Bloody	Q	-	+9	-	-		Other
Windmill's	Q		+10		regional (Fig. 1)	1-0	Other
Truth's	K	-	-	+5	+8	Average	Other
Betrayed	В	Snow 1	gni - gways				Other

Keywords Obtained in Volume	= 4
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Word	PRT	Y FIELD	DUN	WTR	BUILDINGS	MON	OBT
Snowflake's	N	Snow 2	_	Blizzard Afternoon	Average	+5	Évent
Wind Sand's	N	Desert 1	-	Cloudy	Many	+6	Event
Vindictive	N	Scorching 1		Afternoon	Average	+7	Event
Emerald	N	Jungle	-	Night	Many	+8	Event
Moonlit	N	Wilderness 1	-	Night	Few	+8	Event
Starving	N	Desert 2	-	Afternoon	Many	+8	Event
Countless	N	Earth 1	-	Cloudy	Many	+8	Event
Tempting	N	Leaf Mold 1	-	Night	Many	+9	Event
Purgatorial	N	Scorching 2	-	Afternoon	Average	+10	Event
Imprisoned	Q		+6	Afternoon	i - providence n	-	Start
Disgraced	Q	-	+7	Evening	-	-	Start
Forest Green	Q	~ -	+8	Night		-	Start
Abyss'	Q	-	+9	Cloudy	-	-	Start
Desperate	Q	•	+10	Rainy Afternoon	•	-	Start
Farewell	Q	-	+1	Rainy Night	-	-	Start
Mythical	Q		+2	Stormy Afternoon			Start
Satisfying	Q	-	+3	Stormy Night	÷	-	Start
My	Q		+4	Blizzard Afternoon		-	Start
Illusionary	Q		+5	Blizzard Night	-	-	Start
Bird Grammar	Q	-	+6	Afternoon		-	Start
Reborn	Q	-	+7	Evening	-	-	Start
Elusive	Q	-	+8	Night	-		Other
Traveler's	Q	-	+9	Cloudy	-	-	Other
Pseudo	Q	-	+10	Rainy Afternoon	-	•	Other
Facing Mirrors	Q	-	+10	Stormy Afternoon	-	-	Other
Darkside	N	-	+10	Blizzard Afternoon		7614 53 (53) (53)	Other

PART C KEYWORDS

	Keyword	s Ob	tained in	Volu	me 1	
	Word	PRTY	FIELD	DUN	WTR	OBT
	Aqua Field	F	Grassland 2	-	Afternoon	Event
Ì	Holy Ground	F	Snow 1	-	Cloudy	Event
	Sea of Sand	F	Desert 2	-	Afternoon	Event
ł	Fort Walls	F	Wilderness 1	-	Cloudy	Event
	Twin Hills	F	Grassland 2	-	Stormy Afternoon	Event
	White Devil	F	Snow 2	-	Night	Event
	Hypha	F	Leaf Mold 1		Afternoon	Event
	Spiral	F	Wilderness 1	-	Rainy Afternoon	Event
	Paradise	F	Earth 1	-	Cloudy	Event
	Fiery Sands	F	Desert 1	•	Evening	Event
	Great Seal	F	Scorching 1	-	Night	Event
	Fertile Land	F	Earth 1	-	Rainy Afternoon	Event
	Nothingness	F	Wilderness 1	-	Cloudy	Event
	Melody	R		+6	•	Start
	Remnant	R	-	+7	-	Start
	March	R		+8		Start
	Giant	R	-	+9		Other
	Touchstone	R	- 1	+10		Other
	Sunny Demon	R		+1	-	Other
	Messenger	R	-1010	+2	- WENT H	Other
	Scent	R	-	+3	-	Other
ħ	New Truth	R	-010	+4	- 1941Grace	Other
	Gate	R	-	+5	-	Other
	Pilgrimage	R	-	+6	16000	Other
	Scaffold	R	-	+7	-	Other
	Far Thunder	R		+8	-	Other
	Tri Pansy	R		+9		Other

Keyword	s Ob	tained in '	Volum	ie 2	
Word	PRTY	FIELD	A LEV	PORTALS	OBT
Abyss	1	-	+1		Event
Widow	1	Snow 1	+1	-	Event
Prairie	1	Grassland 2	+2	-	Event
Judgment	1	Desert 1	+2	- 3	Event
Furnace	1	Scorching 1	+2		Event
Haunted Land	1	Jungle	+3	- 1	Event
Arctic	1	Snow 1	+3	-	Event
Walkway	1	Grassland 2	+4	e de Carrie	Event
Milestone	1	Desert 2	+4	-	Event
Core	1	Scorching 2	+5		Event
Dead Lands	R	Scorching 1	-	Average	
Limit	R	Scorching 2	-	Many	Start
Kaleidoscope	R	Desert 1	-	Few	Start
Impulse	R	Desert 2	-	Average	Start
Feeling	R	Jungle	-	Many	Start
Corridor	R	Snow 1	-	Few	Start
Drift	R	Snow 2	-	Average	Start
Cat Market	R	Wilderness 1		Many	Start
Sanctum	R	Earth 1	-	Few	Start
Footstep	R	Leaf Mold 1	-	Average	Other
Remains	R	Jungle	-	Many	Other
Cabbage	R	Scorching 1	-suon 3	Few	Other
Sand Trap	R	Scorching 2	-	Average	Other
Raw Ore	R	Desert 1	i-ucalle	Many	Other
Mirror World	R	Desert 2	-	Few	Other
Wavemaster	C	Desert 1	5	-	Other

Reywo	ras Ub	itainea in	volume 3
Word	PRTY	FIELD	DUN WTR
Tinhas		MULL	0

Treasure Gem R

wora	PRIT	FIELD	אטע	IWIK	HILLS	HEMS	UDI
Twins	L	Wilderness 1	+8		- 1-	0	Event
Valkyrie	L	Jungle	+5	-	-	0	Event
Ice Wall	L	Snow 2	+8	- 496	- 94	0	Event
Sipping Bug	L	Earth 1	+5	-	-	0	Event
Arena	L	innered territorial and a second	+8	- (1881)		0	Event
Chaos	L	Leaf Mold 1	+6	-	-	0	Event
Grasslands	L	Grassland 2	+7	-	-	0	Event
Neigh	R ·	-	-	Afternoon	Steep	-	Start
500 Lohan	R	-	-	Evening	Hilly		Start
Trajectory	R	-	-	Night	Flat	-	Start
Projection	R	-	-	Cloudy	Steep	•	Start
Alchemy	R	-	-	Rainy Afternoon	Hilly	-	Start
Crossroad	R	-	-	Rainy Night	Flat	•	Start
	R	-	-	Stormy Afternoon	Steep	-	Start
Hog's Run	R	-	-	Stormy Night	Hilly	- 23	Start
Ebb and Flow	R	-	-	Blizzard Afternoon	Flat	-	Other
Tragedy	R	-	-	Blizzard Night	Steep	-	Other
Ridgeline	R	-	-	Afternoon	Hilly	-	Other
Clavicle	R	-	-	Evening	Flat	-	Other
Compass	R	-	-	Night	Steep	-	Other
Battlefield	R	-	-	Cloudy	Hilly	-	Other
Whale	R	-	-	Rainy Afternoon	Flat	-	Other
Virgin	L.	Grassland 2	-	Stormy Afternoon	-	-	Other
	Twins Valkyrie Ice Wall Sipping Bug Arena Chaos Grasslands Neigh 500 Lohan Trajectory Projection Alchemy Crossroad Ringing Ears Hog's Run Ebb and Flow Tragedy Ridgeline Clavicle Compass Battlefield Whale	Twins L Valkyrie L Ice Wall L Sipping Bug L Arena L Chaos L Grasslands L Neigh R 500 Lohan R Trajectory R Projection R Alchemy R Crossroad R Ringing Ears R Hog's Run R Ebb and Flow R Tragedy R Ridgeline R Clavicle R Compass R Battlefield R Whale R	Twins L Wilderness 1 Valkyrie L Jungle Ice Wall L Snow 2 Sipping Bug L Earth 1 Arena L Scorching 1 Chaos L Leaf Mold 1 Grasslands L Grassland 2 Neigh R - 500 Lohan R - Trajectory R - Projection R - Alchemy R - Crossroad R - Ringing Ears R - Hog's Run R - Ebb and Flow R Tragedy R Ridgeline R - Clavicle R - Compass R - Battlefield R Whale R	Twins L Wilderness 1 +8 Valkyrie L Jungle +5 Ice Wall L Snow 2 +8 Sipping Bug L Earth 1 +5 Arena L Scorching 1 +8 Chaos L Leaf Mold 1 +6 Grasslands L Grassland 2 +7 Neigh R - - 500 Lohan R - - Trajectory R - - Projection R - - Alchemy R - - Ringing Ears R - - Ringing Ears R - - Hog's Run R - - Tragedy R - - Ridgeline R - - Clavicle R - - Compass R - - Rattlefield	Twins L Wilderness 1 +8 - Valkyrie L Jungle +5 - Ice Wall L Snow 2 +8 - Sipping Bug L Earth 1 +5 - Arena L Scorching 1 +8 - Chaos L Leaf Mold 1 +6 - Grasslands L Grassland 2 +7 - Neigh R Afternoon 500 Lohan R - Evening Trajectory R - Night Projection R - Cloudy Alchemy R - Rainy Afternoon Crossroad R - Rainy Night Ringing Ears R - Stormy Night Ringing Ears R - Stormy Night Ebb and Flow R - Blizzard Afternoon Tragedy R - Blizzard Afternoon Clavicle R - Evening Compass R - Night Battlefield R - Cloudy Whale R - Cloudy Hog's Run R - Cloudy R - Rainy Night Ringing Ears R - Cloudy R - Cloudy R - Rainy Night Ridgeline R - Cloudy R - Rainy Night Ridgeline R - Cloudy R - Rainy Afternoon	Twins L Wilderness 1 +8 - - Valkyrie L Jungle +5 - - Ice Wall L Snow 2 +8 - - Sipping Bug L Earth 1 +5 - - Arena L Scorching 1 +8 - - Chaos L Leaf Mold 1 +6 - - Grasslands L Grassland 2 +7 - - Grasslands L Grassland 2 +7 - - Neigh R - - Afternoon Steep 500 Lohan R - - Evening Hilly Trajectory R - - Night Flat Projection R - - Cloudy Steep Alchemy R - - Rainy Afternoon Hilly Crossroad R - -	Twins L Wilderness 1 +8 - 0 Valkyrie L Jungle +5 - 0 Ice Wall L Snow 2 +8 - 0 Sipping Bug L Earth 1 +5 - 0 Arena L Scorching 1 +8 - 0 Chaos L Leaf Mold 1 +6 - 0 Grasslands L Grassland 2 +7 - 0 Grasslands L Grassland 2 +7 - 0 Meigh R - - Afternoon Steep - 500 Lohan R - - Evening Hilly - Trajectory R - - Night Flat - Projection R - - Cloudy Steep - Alchemy R - - Rainy Afternoon Hilly -

+10

Other

Keywords	s Ol	otained in	ı Vol	ume 4					
Word	PRTY	/ FIELD	DUN	WTR	HILLS	A LEV	ITEMS	PORTALS	OBT
Capsule	0	1	+9	Stormy Night	-	+1	+5	-	Event
Fate Castle	0	-	+8	Stormy Night	-	+1	+6		Event
Scars	0		+7	Stormy Night	1	+1	+7	-	Event
Nobleman	0	-	+6	Stormy Night	-	+1	+8		Event
Grave Stone	0	aning addin	+5	Stormy Night		+1	+8	a cellu	Event
Dry Sea	0	-	+4	Stormy Night	-	+1	+8	-	Event
Sacrifice	0	-0000	+3	Stormy Night	-	+1	+8	-	Event
Fallen Angel	0	-	+2	Stormy Night	-	+1	+9	-	Event
Altar	0		+1	Stormy Night		+1	+10		Event
Fort	Q	-	•	-	Steep	-	-	Average	Start
Stray Bull	Q			-	Hilly			Many	Start
Excavation	Q	-	-	- 1	Flat	-	-	Few	Start
Duel	Q				Steep	V D HIV	A SALITAGES	Average	Start
Secret Tower	Q	-	-	- 19 / 19 / 19	Hilly	-	-	Many	Start
Pure Defense	Q			Land ha knew	Flat		(Timodel	Few	Start
Downy Growth	Q	-	-	- 100	Steep	-	-	Average	Start
Safe Haven	Q			Toppers out	Hilly		i encier	Many	Start
Lyric Poet	Q	-	-	-	Flat	-	-	Few	Start
Code	Q		1 100	and the	Steep	-		Average	Start
Treasury	Q	-	-	-	Hilly	-	-	Many	Start
Night Grass	Q	a Hing of John (ie die	- 31.00 3.00 99	Flat	-111	40 9 90	Few	Start
Crack	Q		- "	-	Steep	-	-	Average	Start
Frontline	Q		i o	lon en ocup de	Hilly	egiqv i	100 TOP	Many	Start
Den	Q		-	-	Flat	-	-	Few	Start
Knights	Α	Scorching 2							Other

SPRINGS OF MYST

The general information for the Springs of Myst has been covered in the "Getting Started" section, here are more specific listings on just how weapons and armor are affected by each Spirit.

Weather's Influence on Level Change

Weather	Result When "Neither" is Chosen	
Afternoon	Weapons +2 levels, Armor -1 level	
Clouds	Weapons +2 levels, Armor -1 level	
Night	Weapons +1 level, Armor +1 level	
Evening	Weapons +1 level, Armor +1 level	
Rain	Weapons -1 level, Armor +2 levels	
Thunder	-1 level, Armor +2 levels	
Snow	-1 level, Armor +2 levels	

WHERE ARE THE SPRINGS OF MYST?

Springs of Myst only appear in the following fields: Desert, Earth, Wilderness, Leaf Mold, and Grassland.



CHARACTERS

PLAYABLE CHARACTERS

As opposed to the false "PCs" inhabiting the various Root Towns, these are the characters that you can (or at some point could) actually control within your parties throughout the .hack series. Of course, new players may not have access to all of these characters at the start of the game—and as the status of various characters and their "real lives" are always changing, not all may be available to you now.



Kite CLASS: TWIN BLADE

Kite is the main character of the game, and acts as the avatar for you as well as for his "real life" counterpart. He is the only character that you control directly—all others must be directed via commands from Kite himself, and you don't have as much fine control over their actions.

Kite started the series as a complete newbie, and over the course of time he has grown into quite a skilled warrior. He is on a quest to exorcise the decay within The World's system, and to free his best friend from a coma in the process. In reality Kite is a schoolboy who only even got interested in The World due to his friend.



Orca CLASS: BLADEMASTER

Orca was one of the most well-known characters within The World before tragedy struck. Making up half of the Descendents of Fianna along with Balmung, Orca brought his friend Kite into The World just before being attacked by a strange foe and sent into a coma. He has yet to awaken. Orca's status is one of the main driving forces behind Kite's quest, so while he remains offline for now, he still has a presence of sorts within the game.



BlackRose CLASS: HEAVY BLADE

A brash newbie at the same time as Kite, BlackRose soon ran into the Twin Blade and befriended him, growing alongside him until she, too, could hold her own among the strongest players of the game. Her loud voice and brash actions help to mask her own insecurities over herself and her own brother, who is also in a coma much like Orca due to events in The World.



Mistral CLASS: WAVEMASTER

One of the earlier Wavemasters in Kite's party, Mistral is always lighthearted and energetic, adding life to even the most solemn party. She's a bit scatterbrained and a chatterbox, but she's skilled and loyal as well.



Mia CLASS: BLADEMASTER

The enigmatic Mia has been less and less visible and available as the series has spun on, so don't expect to see much of her now. One of the strangest characters that Kite knows, she has the overall appearance of a cat, and a mysterious personality. She obviously knows more than she lets on, but the question remains—who is she?



EK CLASS: WAVEMASTER

Although Elk started out as Mia's friend, jealous of Kite, he soon grew attached to the Twin Blade in his own right. Another Wavemaster, Elk is skilled with magical abilities. He's a bit quiet and shy, and always concerned with Mia. Elk can usually be tempted by Aromatic Grass, which he knows that Mia loves.



Piros CLASS: HEAVY AXEMAN

Although he looks like a bit of a brute on the outside, Piros sees himself as a knight in shining armor. Eager—perhaps overeager— to right all wrongs, Piros is always looking out for the strong picking on the weak or other such situations, and usually roping Kite into his plans to stop them. Unfortunately he's also a bit too quick to judge, but his heart is definitely in the right place.



Natsume CLASS: TWIN BLADE

Another Twin Blade like Kite, Natsume is still a bit of a contrast to her male counterpart. While Kite is brave yet clearheaded, cautious when he has to be, Natsume is naïve, brash, and tends to get in over her head. She's still good at what she does, and makes a loyal member of the group.



Gardenia CLASS: LONG ARM

A lover of flowers, Gardenia tends to appear as soft and quiet as a bloom herself. She's got a strong inner core, and at times shows hidden thorns that you might not expect. While many adore her, it is Kite that she has given her friendship to, something worth quite a lot from such a reserved and steadfast character.



San uro CLASS: HEAVY BLADE

Although he's not Japanese himself, Sanjuro is a big samurai fan and tends to follow in their footsteps himself. He looks a bit scary and gruff, but underneath he's got a strong sense of honor and follows the path of righteousness. This nature combined with his beloved katanas makes him a welcome part of any group.



Nuke Usagimaru CLASS: LONG ARM

Nuke Usagimaru is definitely one of the stranger characters that Kite has met within The World. He started off as a showman, and still tends to go for the dramatic whenever possible. Even his emails to Kite tend to border on the surreal, but he does seem to have a genuine liking for Kite and is always there when needed.



Rachel CLASS: BLADEMASTER

If Rachel has one fault, it would be greed. She and Wiseman are the mercenaries of the group, and in Rachel's case especially, all of her thoughts seem to revolve around just how much money something is worth, or when and how she is going to get paid. She does have her moments of selflessness, and in the end is a real friend, willing to put it all on the line for another.



Moonstone CLASS: TWIN BLADE

While Gardenia tends to be quiet and seldom speaks about herself, Moonstone is even more reticent than the Long Arm. He seldom speaks about anything, and even some of his emails consist simply of a subject line, or perhaps a single Keyword with no explanation. His chatter in a fight is also abrupt and limited. This doesn't make him any less of a staunch friend and ally. Talkative or not, he's always there in the thick of battle to lend a hand.



Mario CLASS: BLADEMASTER

Marlo is initially the least likable of the characters, always gruff and sometimes downright rude. While his demeanor may mask it, there really is a decent soul lying underneath, and he knows the value of friendship when he finds it. He may not win any personality awards, but he's a strong fighter and trusted companion.



Wiseman CLASS: WAVEMASTER

Like Rachel, Wiseman is a mercenary. This is where the similarity ends—while Rachel tends to easily get in over her head or have things go constantly wrong, Wiseman is patient and capable. He's more the analytical type, sitting back to see how all the pieces fit together and, when possible, having others do the actual field work. He's still quite a strong character in his own right, with his magical spells and healing abilities being a key factor to many parties.



Balmung CLASS: BLADEMASTER

Balmung makes up the second half of Orca's group, the Descendents of Fianna, and is a legend in his own right. Balmung of the Azure Sky is a skilled and capable character who knows and loves The World. He started out in opposition to Kite, but the Twin Blade's honest nature and desire to do the right thing eventually won the Blademaster over to his side.



Terajima Ryoko CLASS: HEAVY AXEMAN

Although she's a master of the heaviest weapons and armors, Terajima Ryoko herself is quiet and gentle. Because she is still new to the game, even newer than Kite and BlackRose, she also lacks in self-confidence. She's still brave enough to journey with Kite, and to lend him help in times of trouble, quickly becoming one of his staunchest allies.

NON-PLAYER CHARACTERS

Of course not all of Kite's allies and companions are those that travel with him on adventures. Throughout his adventures, the Twin Blade has made many allies, also working in their own way to bring stability back to The World. These are only some of the characters met throughout the quest, those that are working most closely with Kite to help him meet his goals.



Aura

The hardest to read of all of the "characters" that Kite knows, Aura seems to be a child of The World itself. Her aid has been severely limited thus far as this childlike character is in desperate need herself—her being was shattered in the first volume, and Kite now must help to put her back together. Despite her troubles, Aura sends him warning and words of advice when she can, and she may yet turn out to be one of the keys to the greater puzzle within The World.



Helba

As a skilled hacker and aloof, enigmatic personality, Helba might not always come across as a loyal friend. However, her actions thus far have spoken louder than words, and she's become a key part of the movement to bring The World back to normal. She may have her own reasons for acting, but they seem to coincide with many of Kite's own.



lios

As one of the System Administrators for The World and the type to go strictly by the book, Lios has come into conflict with Helba more than once. In the cause of the greater good he has been willing to set aside any differences, to take advantage of the power of Kite's Bracelet as the best hope to expunging the corrupted parts from the game world and bringing things back to how they should be.

OTHER CHARACTERS

If you're starting the game as a new player, many of these characters won't yet be known to you, or available to your parties. They aren't completely locked away from you—you must explore, and earn their friendship. Check various threads on The Board for leads on finding these characters for yourself.

Remember that there may be other characters still hidden from you, waiting for a chance to join in Kite's adventures and lend a helping hand. Check Secrets to learn more about some of these characters.



DATA RETRIEVAL

After playing through the opening segments of the game, return to Ω Server to face the first actual mission. If your level is still too low or your equipment and list of friends are not up to par, take the time to explore lesser areas and respond to Board messages before returning to tackle this area.

EMPTY SPACES?

Although the Ω Server's Root Town is devoid of life while you explore after the initial meeting, after you leave and return to Lia Fail, its streets fill up with other Player Characters who have made their way to the city. This lets you stock up on new trade items without having to return to the lower-level servers all the time.



This first mission is a lower-difficulty warm-up to get you back into the game (or to give you a somewhat smooth introduction), so you don't need to worry as much about your party makeup as with some missions. A hefty hitter and a fighter with some healing abilities makes an effective party here, so bring along a Blademaster for fighting skill, such as Balmung, and Natsume the Twin Blade makes an effective dual fighter and healer.

Fire-based equipment is helpful here, but is not a necessity. One or two fire attack skills on Kite's blades can be enough to cover this area. A weapon with an Earth elemental physical attack is also helpful, if available. Check the various trades with the town's PC's to find a Blademaster weapon for Balmung with this type of attack. A Wood-based physical attack such as Splinter Slash is vital, with Wood spells coming in handy against

the final enemy. If necessary, buy some of this equipment from the shop in the Root Town. Darkness skills on one or more of the weapons are also important. If Natsume (and preferably Balmung as well) doesn't have a high-level piece of headwear with a strong healing spell such as Phal Repth and a second spell like Rip Maen, trade for one from the folk in the town. The Raven Crest should be available from some of the PC's, and is effective here. Such a strong item isn't as necessary right at the moment, but comes in handy further down the road. Before you leave, give a few Antidotes and Restoratives to your party members and give extra Resurrects to anyone without Rip Maen.



Attempting to enter the area brings you up against your first locked gate of the game. Right off the bat, Kite must use the abilities of his bracelet to unlock the doorway into the special area. This first gate requires three Virus Cores E and two each of Virus Cores H and I to open, all of which are fairly common within lower-level areas. If you need help in opening the gate, check *Advanced Hacking* for pointers. Once all the Cores have been inserted, the area unlocks and Kite and friends move immediately to the new locale.

(): BIGOTED, SNOWFLAKE'S, CAPSULE

RECOMMENDED PARTY: KITE, BALMUNG, NATSUME =







AREA VIT	ALS
BATTLE LEVEL:	68
ELEMENT:	Water
GRUNTY FOOD:	White Cherry, Bear Cat Egg, Golden Egg
ENVIRONMENT:	9 1 0 1 Snowfield
WEATHER:	Blizzard

MONSTERS FIELD:

Acanthaster: Water, Dark Maiden: Darkness, Hand of God: Wood

Acanthaster: Water, Dark Maiden: Darkness, Lich: Earth, Star Viking: Thunder The snowfield that the party enters is unstable due to the virus found within. The exploration to retrieve the needed Data is accompanied

by screen flickers and random floating data strings, so ignore the abnormalities and press forward. Explore the Field to gather the White Cherries, trigger the Symbols in the area and to gain some experience before heading into the more confined hallways of the Dungeon.



ITEMS

Absolute Zero, The Death, Eagle Hood, The Hanged Man, The Lovers, Nataku, Permafrost, Rashou, Stone Greaves, Stone

MONSTERS:

Airy Robes, Cave Bear Hood, Cygnus Rod, Five Stars, Heh Heh Heh, Last Tess, Phoenix's Fire, Seventh Seal, Stream Sword, Tree Beast, Virus Core G, Virus Core H, Virus Core I

FINAL ENHANCEMENT!

If you've played the previous three volumes, use one of the Drain skills as soon as possible. If you've Drained enough monsters, as soon as you use the Skill this time around you gain the last of the Drain skills, Drain Heart. This is an area-effect version of

2128 Drain. If you haven't played this series before just keep using Data Drain to work up to the abilities, reaching Drain Heart when you've used these other Drain Skills a total of 240 times.



Solleret



The monsters here have been encountered in previous volume of the series, or within some of the areas that you fought in to gain experience before facing this area. The first of these is the Acanthaster, a starfish shaped monster whose main threat is in the paralyzing spells that it can cast. Set everyone to attack it and use Kite to remove the paralysis from anyone that's unlucky enough to be frozen, or set Natsume to "First Aid" temporarily. If you use Data Drain against this foe you might also gain the Seventh Seal, a nice high-level weapon for Balmung (also fitting in with his starting Water element theme) or another Blademaster.

The Hand of God monster is a bit trickier to defeat. This Wood-based enemy is resistant to magical spells, so you must either strip away its protection or attack it with normal attacks and physical attack skills. This is a short enough

fight that you should set your party to "Attack" or "Skills" and go for the straightforward attack, setting latsume alone to "First Aid" if your party starts taking damage. Watch out for their Life Drain skill, which can randomly add the damage taken by a party member to the foe's own HP.

The last foe is the Dark Maiden, a spellcaster that shows up in groups. These enemies are dangerous when may show up with the Hand of God monsters, as their spells not only damage your party but freeze any affected members in place while they take effect. The spells are dangerous only when multiple casters cast the spell on one party member repeatedly. Otherwise, they shouldn't do enough damage to take your group out before the monsters fall. These enemies also cast a sleep spell on one party member, so be ready to remove that when necessary. The most effective way to fight these monsters is to cast a strong Thunder spell try trading the War God Guard from Balmung for one such spell), or to have one party member cast spells to freeze the Maidens, then have the others attack physically.

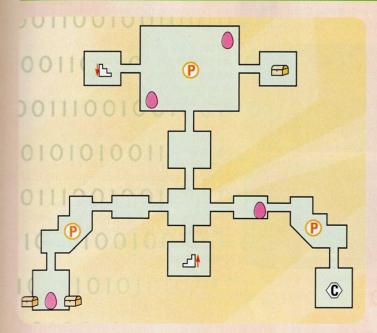






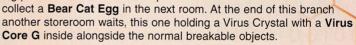
Do not to open more than one Portal at once unless you feel you can handle a great number of enemies. When the Portals are all gone, head to the Dungeon Entrance, which is on the Overall Map if you lose track.

DUNGEON, B1



Once inside the Dungeon, head west from the first branching of paths to collect items from the room at the end of the branch. It is one of the "storeroom" areas that hold many breakable objects, as well as (in this case) two treasure chests and a **Golden Egg.** Return to the branch-

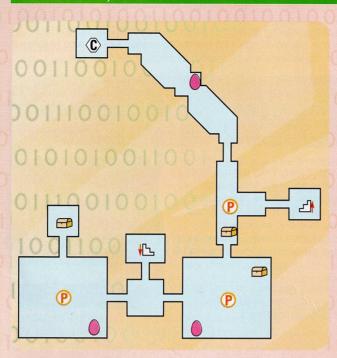
Golden Egg. Return to the branching point and take the eastern path to



Return to the original branching and head north, into another room with branching exits. The room holds another **Golden Egg** and **Bear Cat Egg**, with the eastern exit leading to another storeroom and treasure chest. The western exit leads to the staircase down to level B2

There are few portals on this level, which have a chance to release the Acanthaster monster from the Field. Use the same tactics as above, and make your way down to the next floor.

DUNGEON, B2



At the first branch of the second level, take the northern exit to reach a hallway holding a **Bear Cat Egg**. This hallway leads to a storeroom and a second Virus Crystal, this one with **Virus Core H**. The southern branch leads into another large room with the usual items and only one exit. From the next small room, take the western exit to reach another large room and a storeroom, while the northern exit leads down to level B3.

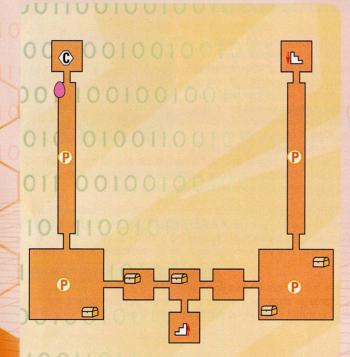




The Dungeon Portals at this second level begin to disgorge Liches, a spell casting foe that tends to appear in groups. These enemies are resistant to magic and are more prone to flee and harder to hit. Equip a weapon with a Wood attack skill, and attack with it whenever you get close enough. Set your entire party to "Attack," and set Balmung to "First Aid" if he has

good healing available, Natsume if not. Be prepared to Resurrect your healer if they don't get spells off quickly enough. These Lich enemies hit harder with their spells than the previous Dark Maidens, can confuse Kite or his allies, and are more deadly. This foe may give a Blademaster weapon when Data Drained, although it's not as nice as the Seventh Seal.

DUNGEON, B3



Take the first western exit and follow the path to eventually reach a storeroom with **Virus Core I**. The eastern path leads through a few rooms to the staircase leading down to the last level.

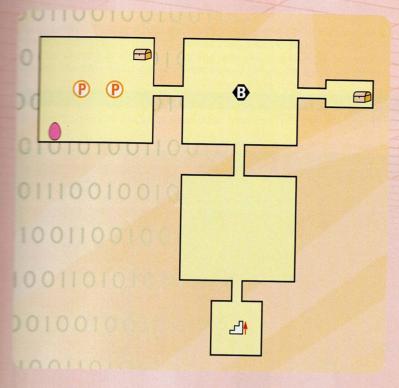




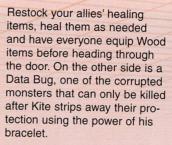
On the third level, the Dark Maidens from the Field begin to show their faces again, but the confined spaces make them easier to corner. Watch out for their sleep spells, especially if they are combined with stronger enemies.

A stronger foe is the Star Viking that begins to appear now, although this foe at least shows up solo. It is weak against Darkness spells and skills. Attack the Star Viking with your strongest, non-Thunder attacks, and cover healing with Kite or one of the others if you want to be safer. The Viking can hit moderately hard and cast Thunder spells, but it's not extremely deadly if you're careful.

DUNGEON, B4



Once you've explored the third floor and taken care of everything there, head down to B4, where only one large room and no Portals stand between your party and a strange flickering violet flame that indicates a Boss Battle or special event lies beyond that doorway.







BOSS FIGHT: SANDHILL (DATA BUG)

level 68 Dpp 4100
hp infinite/3250 Sp 685
element Earth
skills OrGan Zot
reward Virus Core M

As with the rest of the area, this Boss Battle is more of a "breaking in" fight, and not particularly deadly as Boss Battles go. Set the entire party to "Skills" when the fight begins, then step up to the attack with Kite.

Because this enemy can cast a fairly large-area Earth spell, keep Kite away from the others and set Natsume or Balmung to "First Aid." If only one has a Wood ability, set the other to the healing duties.

As soon as you can, start pounding on the enemy with your strongest Wood spells or attack skills.

Splinter Slash can take the enemy down quickly, while the Wood spells available by this point in the series also do plenty of damage. Watch out for the Protect Break that occurs after a few attacks. As soon as it happens, use a Data Drain ability to strip away its Virus and its protection. In return, you gain Virus Core M.





With the normal Sandhill exposed, use the same tactics as before. This foe doesn't have the luxury of infinite HP, and with high-level Wood abilities being used against it, the creature falls in no time flat.



With the final fight of the Dungeon over, the mission to measure data is complete. Your party automatically warps back to Lia Fail where the "new mail" notification appears. Take care of business in the Root Town and head back to the Desktop, where new Mail messages and News items are waiting.

BACK IN THE REAL WORLD...

The new email is from Helba, and gives help on the various Virus Cores found on the game:

>

Author: Helba

Subject: Virus Cores 4

001100110011010101010100110011001

Here is some new information about Virus Cores:

A server and (-) server:

Small-size Monsters: Virus Core A Mid-size Monsters: Virus Core B

Large-size Monsters: Virus Core C

(there are exceptions)

A server:

Small-size Monsters: Virus Core D

Mid-size Monsters: Virus Core E

Large-size Monsters: Virus Core F

(there are exceptions)

∑ server:

Small-size Monsters: Virus Core G

Mid-size Monsters: Virus Core H

Large-size Monsters: Virus Core I

(there are exceptions)

() server:

Small-size Monsters: Virus Core J

Mid-size Monsters: Virus Core K

Large-size Monsters: Virus Core L

(there are exceptions)

As you may already have noted from the gaming session you just completed, some of the exceptions are due to areas on a server being lower in level than the norm, while others are due to the foe being a special Data Bug or other abnormal monster. If you're in doubt about the Virus Core that a particular monster carries, check the *Bestiary*.

010010101010101010101010111

Now check the waiting News bulletin. While the email gave a bit of in-game info, this next bit is a new development in the game's real world. The hospital where "Orca" is lying comatose was struck temporarily by the spreading virus, leaving the patients helpless and without power for a short while. Thus just one more spur is added for Kite and his friends to wipe out the mysterious Cursed Wave as quickly as possible.

With this new incentive fresh in mind, log back into The World to continue on your quest.



PEAR OP CHANGE

Is you regain control of Kite, approach another new figure standing near the Chaos Gate. This is Spiritas, one of the strange denizens of the Net Slum, aka Paradise, that Kite met in .hack://MUTATION. Spiritas has secided to come to the party's aid, and tells Kite of a strange room within Σ Screaming Wind Sand's Fate Castle. The Keyword is added to Kite's Word List as the figure vanishes.

This is a good time to head to Σ Server, but there is a problem. The next area needs two Virus Cores J to unlock the gate protecting it. These Virus Cores must be obtained by exploring areas within the new Ω Server and using Data Drain against small-sized monsters, per the email instructions from Helba.

Find an area that's high enough in level to allow you to gain the required Cores, while not putting your party respardy. While random areas vary between games, a good area for this is Ω Unenduring Passed Over Sea of Sand. It's high enough in level to contain "small" monsters like the Wood Maiden, a good source for Trus Core J, and not deadly for a full party. Take a party with you on this side trip to get them leveled up and ready to face danger. BlackRose is necessary in this case, while Balmung the Blademaster makes a good member. Assuming that he still has Water-based equipment, he comes in handy against one of the nasfier monsters in the new area. Set your party members to "First Aid" as much as you like. Take along plenty of status-recovering items to make sure your allies don't remain charmed, confused or the like.

After gathering the Virus Cores J, return to town and take care of any last minute business before warping to Server. Give BlackRose a Smiling Blade for its Wood and Earth attack skills. If you don't have this sword and must choose between the two elements, try to give her a strong Wood attack ability. Balmung should have a weapon with a strong Water attack, such as the Seventh Seal. Kite should start out with the Diablo Blades, but trade for the War God Guard and Sorcery Swords from Balmung if you haven't already. Equip the strongest healing spells available for each person's headgear. Stock up on Restoratives, with Resurrects and strong healing potions being good backups.

The new gate requires the two Virus Cores J, and the Virus Core M picked up in the last fight. The final cores needed are two H and three G.







: SCREAMING, WIND SAND'S, FATE CASTLE

RECOMMENDED PARTY: KITE, BLACKROSE, BALMUNG =



AREA VITALS	
BATTLE LEVEL:	70
ELEMENT: 8101011101911010	Fire
GRUNTY FOOD: Snakey Cactus, Bloody Egg, Golden Egg	10
ENVIRONMENT: Grass	land
WEATHER: Clo	oudy
0111001001010101011110101101010	10

MONSTERS
FIELD:
Dark Maiden: Darkness, Skull Devilgon: Darkness, Stare: Fire
Dark Maiden: Darkness, Lich: Earth, Stare: Fire, Star Viking: Thunder, Thousand Trees
Wood

ITEMS			
AREA:		MONSTERS:	
Aqua Hands, Artisan's Soul, Fireball Storm, Flame Blast, The Fool, Frost Solleret, The Hanged Man, Ice Leg Mail, Infernocall,	Inferno Strike, Kikoku, The Lovers, The Moon, Resurrect, Sea Greaves	Airy Robes, Cygnus Rod, Five Stars, Heh Heh Heh, Ion Guard, Nil & Despair, Minerva Owl Crest, Phoenix's Fire, Storm Hauberk, Stream Sword, Tri- Tips, Two Together, Virus Core G, Virus Core H, Virus Core I	





Before heading anywhere else, move to the southeast of the starting point to a Spring of Myst and a Monsieur Lv. 4. This spirit cannot handle the most high-level, newest weapons and armor that you may have acquired, but it is a good source of the Golden Axe and Silver Axe, and is useful if you're a new player and only have mid-high level equipment to improve.

As far as Field Portals go, this is one area where skipping some of the extra Portals is feasible. The fights are harder than the experience is worth. There are few Snakey Cactus around to collect, although one cluster is just west of the entry to the Dungeon. One of these monster battles is more hectic and annoying than dangerous. The Dark Maidens make another appearance with their ability to put party members to sleep. Using the War God Guard and its powerful lightning spell against them is the quickest way to eliminate them. Use Restoratives as needed or set Balmung to "First Aid" to keep everyone awake and fighting. If the spellcasters come close enough, use the Diablo Blades' attack skills to wipe them out.



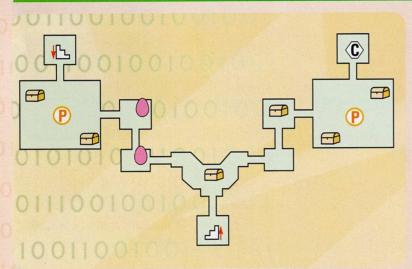


The Skull Devilgon is the easiest fight of the Field. This large monster shows up solo, and is weak against the special Thunder attacks of the Diablo Blades. Set your entire party to "Skills," or heal with a quick Phal Repth or a stronger potion if needed.

The Stare is a tough solo fight if it uses the right skills and spells. Not only can this foe cast strong wide-area Fire spells, but it can Charm your party members as well. As if its offense wasn't bad enough, its defense is also strong. Unless you strip away its protection, it cannot be affected by spells. Immediately set your party to "Attack," then set BlackRose to "First Aid" by herself, keeping an eye on her status throughout the fight. Use a Restorative on her immediately if she does succumb to charm. Balmung should use Water attack skills as soon as you give the order to attack, which can take the foe down faster than other means. Use Kite to supplement the Blademaster.

Remember that as long as BlackRose has the Smiling Blade she has access to Rig Saem if you use the "Strengthen" command. Make use of this to heal in between fights, and when you have had your fill of the Field head in to the Dungeon itself.

DUNGEON, B1

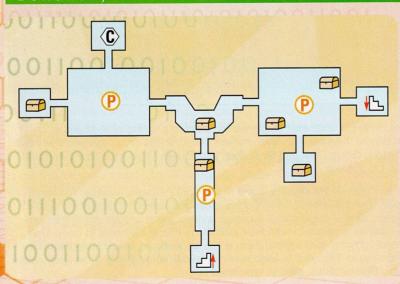


Head to the east to follow a path that leads to a store-room holding a Virus Crystal and Virus Core A. The western pathway leads to the stairs leading down, with a few Bloody Eggs to pick up along the way.



The main monsters on this level are the Stare and Dark Maiden from the Field. The Star Vikings fought previously appear here as well, so stay away from Kite's Thunder skills.

DUNGEON. B2



After the lecture, head down the western path. The room to the north holds Virus Core B. West from the previous large room

is another storeroom. Along the eastern path from the original fork lies a second large room, with another storeroom to the south and the stairway down to the east.

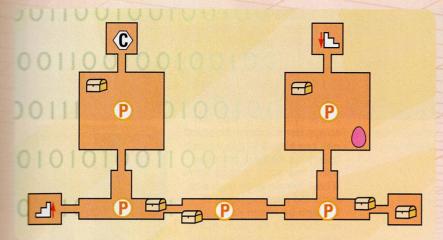
Watch out for the reintroduction of the Lich, with its Magical Tolerance. Fight these foes by setting your group to "Attack," then setting Balmung to "First Aid." Doing so leaves BlackRose free to use Wood-Based attacks on the spell casting foes. Switch Kite's weapon to the Sorcery Swords or another weapon with a strong Wood attack,





then have him back up the Heavy Blade. Don't allow Balmung to become confused and unable to heal the rest of the group. While exploring this level, conserve your Data Drain skills a bit more than usual. Don't allow yourself to get too close to the danger zone, as you may be forced to use a Data Drain or two on the next floor.

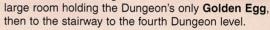
DUNGEON, B3

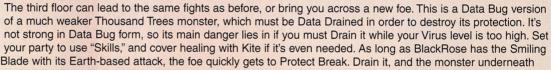


After the expected lecture comes from the thin air, head out and explore the area. Take the first northern branch. After a large room with another Portal you reach the final Virus Crystal for the floor, this one holding Virus Core C.

Return to the southern area and continue east, taking the eastern exit to visit another storeroom and chest. Leave the storeroom and head north through a

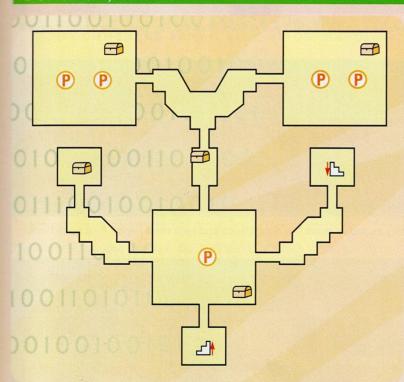






falls even quicker. While the fight against the Data Bug can be dangerous if your Infection Rating is too high, the foe can give some nice items for use against any Darkness-based encountered in the Dungeon, so don't be stingy and share them with your friends as needed.

DUNGEON, B4

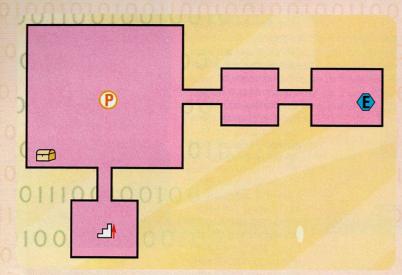


Head west first at the first room with branching exits, and follow the hallway to find a room holding a Symbol within the Dungeon. Activate it and pillage the rest of the room, then return to the large room and head north.



From the northern fork, head east and west to clear out the two large rooms to either side, being careful as each room holds two Dungeon Portals. If you don't feel strong enough to handle double the monsters in each room, skip these two large northern rooms. Just keep in mind the Books of Ryu, which require a number of Dungeons cleared of all Portals for some of its statistics. When you are done, head through the eastern exit from the first large room and follow the hall to the stairway leading to the final floor of the Dungeon.

DUNGEON, B5



Only one Dungeon Portal remains on this floor, directly past the first small entry room. Take care of whatever emerges and continue on the sole path, to eventually reach the strange room that Spiritas mentioned.

Suddenly the party goes from an apparently normal Dungeon with one step, and into a sunlit open area the next, complete with a tree and a strange figure. A new, female voice begins to recite the puzzling words of **Epitaph 04**, which Kite receives as a Key Item. At this point the party automatically returns to the Root Town of Σ Server, job complete.







As the group warps into Fort Ouph, Kite is greeted by Elk, the Wavemaster, who is still searching for Mia and cannot find her anywhere. As Elk is obviously getting upset, BlackRose invites him to start coming along on adventures with the group once more in the hopes of finding Mia within the areas. Elk thinks that the idea is a good one.

COOL LOOT

Once Elk is back in your party, he holds a great variety of sweet trade items, including two of the "Secret" books. As soon as you tag him for a party, remember to do some trading for the special items! Just do it as soon as possible, as you are never certain how long the good fortune is going to last.

Before reaching the Desktop to check email, a new message is available on the Board if you've completed the Tag side quests from the previous three volumes, so stop there first to read the following tidbit:



Stehoney X Thread: New Let's Play Tag Message: This Time!!!

0011001100110101001010011001001

Didn't think it would happen again gob? Too bad. Goblins are sore losers gob.

Powered up Stehoney X will take you on gob! It's not a cross gob! It's an X of the alphabet gob! X gob! It sounds powerful no gob?

Almost forgot the most important thing again gob... Fight at Ω Detestable Elusive Sunny Demon gob! PS: You might want to bring your friends, gob.

Continue to the Desktop where a few more Keywords await, as long as you've made the right friends and kept them happy. First up is Piros with his request:



Author: Piros

Subject: Corrupt Player

001100110011010100101010011001001

Greetings, fair eyes. My friend has been wailing that he was terrorized by a player in: \(\) Unmatched Worst Abyss.

It seems that this one lies low in the dungeon and tries to sell items to players that are exhausted from battle for a high price... I cannot let such cruel behavior go unpunished!

So I've decided to take the matter into my own hands. Fair eyes, I believe you realize my pain and beg to help. But fear not, as fear is useless. Of course, I will take your help. Now, let the stars, the moon, and the sun shine above you and light your path wherever you may go.

After such a long, elaborate message, the next seems brief in comparison. Moonstone, usually the silent type, asks Kite for his help in a lengthier fashion than usual.



Author: Moonstone Subject: Found

00110011001101010101010010011001001

Found a great place to level up. B1 was the farthest I could go by myself, but with you, I'm sure we can go to the deepest level. Come with me to: \(\simega \) Breezing Sage's Walkway.



At this point you may start getting the first of the "chatty" emails from friends you've made. Correspond with these friends to learn more about them now and in the future, choosing your responses carefully.



THE PATH OP RIGHTEOUSNESS

Now that you have a few more Keywords from friends and allies (and perhaps a Sidequest), head back to Σ Server. Looking over the area information shows you that Piros' recommended area is much lower in level and easier to tackle than Moonstone's, so it's time to tackle that one.

If you've traded for the Over Swing axe, give that to Piros. The Earth attack skill found inside comes in handy against some of the Field and Dungeon foes. Give Gardenia an Awful Spear if you've traded for one, or something else with a Wood ability or two. Load up on Restoratives, Resurrects and other healing items. Gardenia should have a strong healing spell available. Kite should have weapons with both Wood and Darkness skills. The Sorcery Swords or Saburo along with the Black Chapter can take care of this. Finally the War God Guard traded from Balmung earlier should come in handy here.





UNMATCHED, WORST, ABYSS

RECOMMENDED PARTY: KITE, PIROS, GARDENIA



ALS
72
Water
den Egg
Snowfield
Blizzard

MONSTERS		
FIELD:		
Aurora Feather: Wood, Jealous Cobra: Earth, Wood Maiden: Wood DUNGEON:		
Aurora Feather: Wood, Drill Idol: Thunder, Jealous Cobra: Earth, Wood Maiden: Wood		

ITEMS				
AREA:		MONSTERS:		
Aqua Hands, Artisan's Soul, Cygnus, The Fool, Frost Solleret, The Hanged Man, Ice Leg Mail, Ice Strike, The Lovers,	The Moon, Ocean Gloves, Permafrost, Resurrect, Sea Greaves	Brute's Axe, Burning Brand, Ebony Greaves, Night Solleret, Shield Gloves, Thunder Beast, Thunder Robes, Vibrant Blade, Virus Core J, Virus Core K, Virus Core L Gott Statue Items Stealth Blades, Scarlet Plate (X 2)		

The monsters are only deadly if you don't get rid of status effects quickly, and there are a decent number of Cordyceps scattered about the Field, making it a good place to explore and open the various Portals.



The Aurora Feather is the one solo monster of the Field, looking like a woman and giant peacock combined. This monster hits hard and casts Wood spells but she takes a brief time between attacks, letting you put your party on "Skills" and Gardenia on "First Aid." The Wood-based enemy is weak against Earth. The Earth attacks of Piros and OrGan Don from the War God Guard do hefty damage. Using Data Drain against this foe often gives you the Vibrant Blade, yet another axe for Piros.

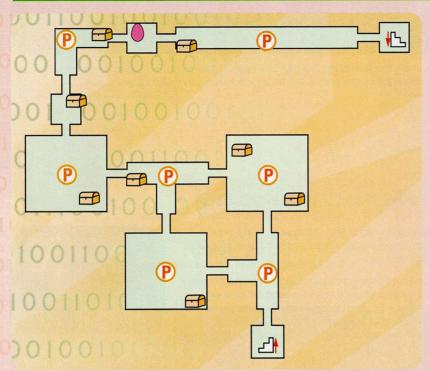


The other two monster types on the Field show up in groups, sometimes mixed in together with each other. The Wood Maidens are familiar, and are Wood-based versions of the Dark Maidens. Aside from their Wood

spells, they can put your party members to sleep, so use Restoratives if it becomes a problem. These enemies too fall quickly to the same Earth-based skills used against the Aurora Feather, so don't spare the OrGan Don.

The Jealous Cobra is the last of the Field enemies and can charm group members; usually Piros who has a low resistance to such effects. Keep a close eye on everyone's status when this enemy appears and use a Restorative as soon as somebody gets charmed. Luckily this Earth-based monster falls quickly before Wood attacks. Physical attack skills are the best and can wipe out the snake-like creatures almost immediately. These foes are difficult to bring to Protect Break without killing them, but if you do manage to Drain them, they may give you some Darkness-based items for use against one of the enemies within the Dungeon.

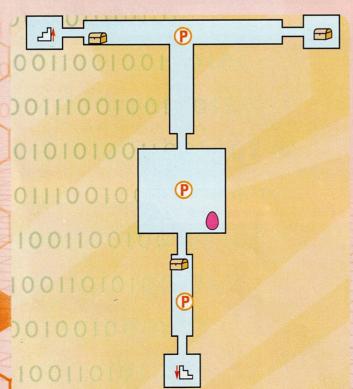
DUNGEON. B1

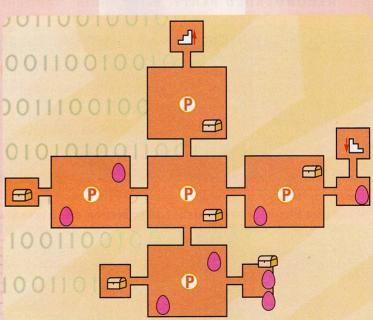


Heading either north or west from the first branching begins a small square of two large rooms and two hallways that all connect. Explore these few rooms before heading west at the next hallway with three exits. This path leads west, north, and eventually back east through rooms and halls until you reach the staircase leading down.

The Jealous Cobras and Aurora Feathers make their appearance here and are fought off in the same fashion. You may also face the solo Drill Idol. It can cast Ap Corv on itself to increase its abilities, and it hits hard. Switch Kite's weapons to the Black Chapter or another strong Darkness-based sword, and set your party to "Skills" while setting Gardenia to First Aid. Maneuver Kite around to the other side of the Drill while attacking so to avoid having the whole party being wiped out at once. Attack with Darkness-based skills while being ready to stop to heal or revive party members if necessary. Use an item if you don't have enough time to pull off a spell before the monster attacks again. This enemy carries another Axe if you care to use Data Drain against it.

DUNGEON, B2, B3



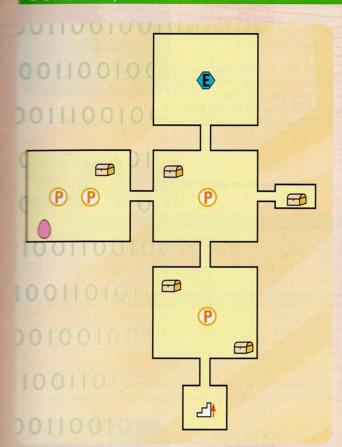


Once down the stairs you only need to worry about exploration and perfecting your technique against previously faced foes. The Wood Maiden begins to reappear at this second level down, but she's not any more dangerous here than on the surface.

From the entrance, head east along the hallway to reach a storeroom. Head south from the previous fork. This brings you to the down stairs leading down to B3.

The third level is larger and more spread-out. When the path branches from the second large room, travel west to reach another room and Fortal, then a storeroom. South from the original branch brings you to a fourth large room, which branches west and east into two more storerooms. East from the first branch takes you to the down stairs. Explore each room carefully, as not only breakable objects and treasure chests but also quite a few **Bear Cat Eggs** and **Golden Eggs** are to be found on this level for the taking.

DUNGEON, B4



On the fourth and final floor of the Dungeon, go north through two large rooms, where the exits branch off on all sides. Take the two side exits first; the western exit leads to a room with two Dungeon Portals and a bit of treasure, while the east exit leads into the room with the Gott Statue. Explore these rooms, then head through the northern exit.

Over the course of a short conversation it becomes evident that it was a misunderstanding rather than an actual attempt on the part of JJ to cheat any fellow characters. After Piros realizes his mistake he teleports out to "return the money," leaving Kite and Gardenia to follow quick on his heels, but not before JJ gives Kite a leftover item, an **Emperor's Soul**.

At this point you automatically return to the Root Town of Fort Ouph, so if you missed the Gott Statue or another place within the Dungeon, you need to return through the entire area once more.

Back at your portal to the "real world," you find new News Messages waiting as well as new mail. These News items all point toward the same thing, the increase of Virus activity. With all this going on, it's not surprising that the new Mail is from Wiseman:

X

Author: Wiseman Subject: Assemble

001100110011010101010010011001001

Operation preparations are complete. Assemble at Ω town as soon as you receive this e-mail.

It looks like such an urgent message is not to be ignored, so it's off to Ω Server, ASAP.

THE SEA WOLVES



As Kite warps into Lia Fail after receiving the message to assemble, the group is already gathered around the Chaos Gate, with the exception of Lios. The system admin is stationed with his men elsewhere, ready to herd the Cursed Wave into position with the use of the newly created quarantine. As the planning session ends, Helba gives Kite a **Virus Cure M** to open the newest gate.

Kite finds the next area locked, and a Virus Core M, plus two each of Virus Cores G, H, and J are required. If Virus Core J is needed, a visit the previous area is a good way to Drain a few. Once you have them all collected, place the Cores into the Gate as usual to hack your way into the isolated area.

A healer like Wiseman is useful this time around, and the Heavy Blade Sanjuro works well as point man.

Bring along the Diablo Blades for Kite, or another Twin Blade weapon with strong Thunder attacks, and
Thunder spells for Wiseman. Carry a Wood attack as well. Sanjuro's Tonosama Sword is good for this,
although if you don't have a good Wood weapon available you may find the Hachiyou for Kite in this next area.

A few Water spells come in handy here. Plenty of Antidotes, Restoratives, and strong healing items are also called for on this mission.

Ω : Cruel, Vindictive, Scars

RECOMMENDED PARTY: KITE, SANJURO, WISEMAN

Wood



BATTLE LEVEL: 76 ELEMENT: Fire GRUNTY FOOD: Grunt Mints, Invisible Egg, Golden Egg ENVIRONMENT: Molten WEATHER: Cloudy

MONSTERS FIELD: Alucard: Fire, Conqueror: Darkness, Wood Maiden:

Alucard: Fire, Conqueror: Darkness, Earth Hsien: Earth, Jealous Cobra: Earth,

Rainbow Tail: Wood

The Fool, Splatter Axe Hachiyou, Gott Statue Hellstorm, Imp's Leg Mail, Dark Beast, Inferno Strike, The Lovers, Artisan's Soul

AREA:

The Devil.

Blazing Spear,

Firedrake Bone.

MONSTERS:

Black Axe, Burning Brand, Ebony Greaves, Jet Gloves, Night Solleret, Rat Crest, Saburo, Storm Hauberk, Stun Rod, Thunder Robes, Twin Mizuchi, Virus Core J, Virus Core K, Virus Core L



As your group moves through the once-locked Gate and into the area, Lios' voice comes through to warn you to expect the Wave soon. As it ends, use a Fairy's Orb to check for the portals, some of which are close, and head toward the Dungeon and its lowest level.

ITEMS

Mage's Soul.

The Moon,

Resurrect.

With some luck, some of the monsters that you find here are the Wood Maidens. You've already had plenty of practice at fighting this type of enemy. Use any Earth abilities that you have, or just freeze them with spells as other characters attack physically.

The worst of the new enemies is the Conqueror. This lovely foe hits hard both physically and with magical spells. This alone is enough to wipe out your party if you're not quick to set Wiseman to "First Aid," or if you let more than one character die at once before being revived. This particular enemy shows up in groups (either of its own kind or mixed) and revives its allies as they fall. Use Data Drain when necessary, and try to take out the Conquerors in a group first. Lightning weapon attacks are the best way to do this.

A second foe to watch out for is the Alucard. This enemy shows up in mixed or same-monster groups, and can also revive allies. This enemy doesn't hit quite as hard as the Conqueror, although it's still strong enough to be dangerous. Wiseman's Water spells are useful in wearing down these foes. Alucard can also paralyze your party, so put Wiseman on "First Aid" if needed after a few of his Water spells and be ready to use an Antidote at any time.



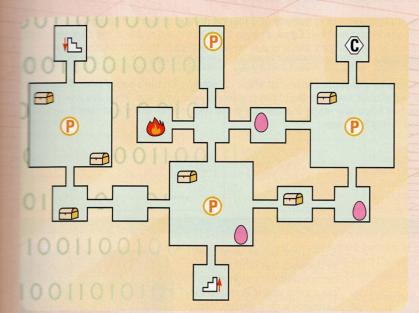


This Field is full of the Grunt Mints used in raising Grunties, but the danger of the foes is a damper to exploring and gathering. Fight as much as you like, but don't get in over your head.

BACK FROM THE DEAD

Fighting foes that revive their allies is a tricky proposition. If you want to take them all down in the normal way, you must destroy them all at around the same time before one can revive the rest, or else kill the foes enough times to wear down their MP and prevent resurrection.

Another way to keep a tough foe from being immediately brought back from the dead is to use Data Drain, which cannot be reversed by enemy spells. Watch Kite's infection level so you don't do more harm than good.



ADDITIONAL

The Alucard and Conquerors appear within the dungeon. Making things worse are the Jealous Cobras making their reappearance here. Equip a Wood attack of some type and watch carefully for the snakes' charms. The last thing you need with a



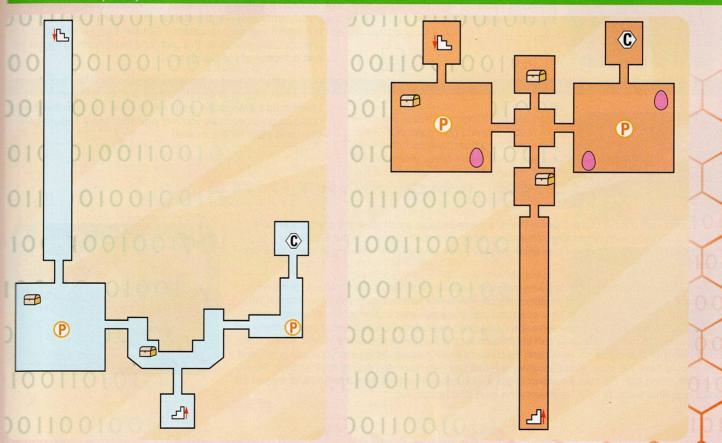
Conqueror around is to have Sanjuro or Wiseman under a charm and adding their own attacks.

Head east out of the first large room. Follow the path around to the east and north, and at the first fork in the next large room take the northern exit to claim a Virus Core H from the storeroom. Return and take the western passage that you just passed up until reach-



ing another branch. Skip the northern exit (unless you wish to open all of the Dungeon's Portals) as it only holds a Portal. The western exit leads to a storeroom with a Symbol. Trigger that, then head back south from the branching to complete the loop. Head west from the original branch and follow the path and collect the treasure as you go. You soon reach the stairs leading down to the next level.

DUNGEON, B2, B3





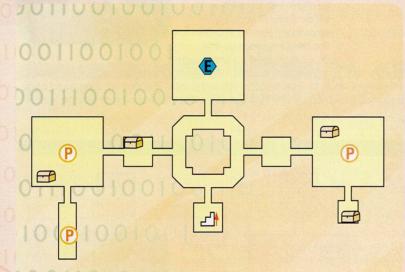


From the stairs, the exit to the east leads along a short path to the floor's Virus Crystal, this one holding **Virus Core G**. The western path is short and leads to the stairs to B3.

Once on this lower level, head north through a long hallway and to a branching of paths. The east leads through a large room with a Dungeon Portal and two **Eggs**, then to the last Virus Crystal of the Dungeon and **Virus Core I.** North from the branch is a storeroom with a chest, while west leads through another large room and Portal to the next set of stairs.

Watch out for the usual enemies and for the Earth Hsien that show up starting on the second floor. These are fast spell casters, which tend to stand back and cast their spells, slowing your progress. They are weak against physical attacks, so once you have any major threats out of the way, corner them and take them down, or cast any available Wood spells from afar.

DUNGEON, B4



Down on this final level head to the east first of all. This branch leads through a couple rooms and a Portal to the Dungeon's Gott Statue. Watch out when triggering the Portals! You may end up with the Rainbow Tail, a Wood monster much like the Aurora Feather. It has Wood spells to



use in a wide area, but Earth abilities such as from Sanjuro's Tonosama Sword quickly wear it down. After triggering the Portal, continue on to the Statue, then return to take the western path if you wish to collect a **Golden Egg** at the end of the branch. Otherwise, skip this path and head north to trigger the end cutscene of the Dungeon.

As the cutscene ends, the party warps out to the Root Town. As no new Mail or Board messages wait for you and Moonstone's area is still a bit high in level, it's on to the next fight you go as soon as you manage your items and prepare your next party for the assault.

REUNIONS AND PARTINGS

In the continued pursuit of the Cursed Wave, a party makeup much as in the previous area is called for. To keep from neglecting some characters, go ahead and switch out Sanjiro for BlackRose. Return to Σ Server to reorganize your party, take care of anything in town, then continue the chase.

Equip BlackRose's Smiling Blade if she has it, or another item with an Earth attack. Bring along a Darkness weapon for Kite, and another weapon with a Fire attack. Equip your Wavemaster with the Rod of Pattern once again. This weapon holds the spells that exploit all the enemies' weaknesses in this coming area. Everyone should have good healing in their headwear, plus there are two monsters in the coming area can be drained for the Rat Crest and Raven Crest. Additionally, bring plenty of healing items. Antidotes, Resurrects and Restoratives for everyone are good, and Kite should have the most. Kite should have headgear with a strong healing spell and Rip Maen, plus something with the status-healing spells as a backup. Plenty of Artisan's Souls to restore MP are a nice final touch to help keep everyone alive and functioning.



GRACEFUL, TEMPTING, FALLEN ANGEL

RECOMMENDED PARTY: KITE, BLACKROSE, WISEMAN







AREA VITALS	
BATTLE LEVEL:	76
ELEMENT:	Wood
GRUNTY FOOD: Mushroom, Invisible Egg, Golde	
ENVIRONMENT:	Leaf Mold
WEATHER:	Cloudy

FIELD:

Alucard: Fire, Drill Idol: Thunder, Rainbow Tail: Wood

DUNGEON:

Alucard: Fire. Demon Wyvern: Water, Drill Idol: Thunder, Lich Lord: Thunder

Moon, Ocean Artisan's Soul. The Fool, Forest of Fear, Frost Solleret. Greencall, The Hanged Man. Ice Leg Mail,

Leafblight, The

Lovers, The

AREA:

Gloves. Summon Wood. Wood Sprite

ITEMS

Black Axe, Brute's Axe, Dharma Wand, Jet

MONSTERS:

Gloves. Rat Crest. Raven Crest, Storm Solleret, Thunder Beast, Twin Mizuchi. Vajra, Virus Core K, Virus Core L

The fights in this area's Field should be familiar. The Alucards with their resurrection abilities appear here. The Rainbow Tail is a new Wood monster but it is just an enhanced version of the Aurora Feather, and can be taken out with any of BlackRose's Earth attacks, or with spells from the War God Guard. If you need an tem with Darkness spells for fighting the Drill Idols, drain the Rainbow Tail for a pair of Jet Gloves.



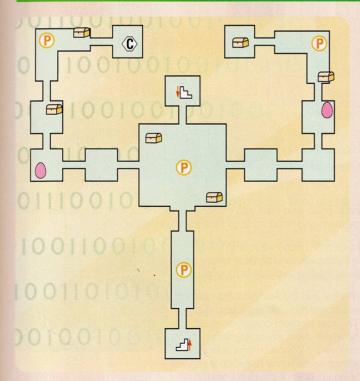
The Drill Idol is a tough solo foe. Set Wiseman to "First Aid" after he casts one or two Darkness spells. If BlackRose has a decent healing spell let her handle this function. Equip one of Kite's Darkness weapons and take the enemy down quickly with Elemental attacks.

Before heading into the Dungeon, stop by the Spring of Myst to the west of the entrance. Because this area is on a weaker server, the Grandpa found within cannot handle any of your high level equipment, but it is a good place to get a spare Gold and Silver Axe. Take a little time from the quest to collect a few Mushrooms, if they are needed for Grunty raising. When you're fin ished exploring the area, head into the Dungeon.





DUNGEON, B1

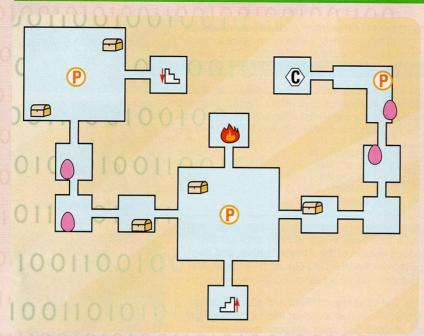


From the first large room there are three exits. Take each long branching path to the west, then east, as the northern exit leads directly to the stairs. There many items to collect along each branch, and the end of the western one holds a Virus Crystal with Virus Core C. The eastern path's end holds a treasure chest and a storeroom.

On this first level, the foes tend to be groups of Alucard and/or the new Demon Wyvern. Focus on the resurrecting Alucards first, then work on the new enemies. The Wyverns can poison Kite and his allies, so be ready with an Antidote when needed for this or the Alucard's paralysis. Blast them with Fire to bring them down quickly. If you must take the long route (no Fire), set Wiseman on "First Aid" to keep everyone healthy.





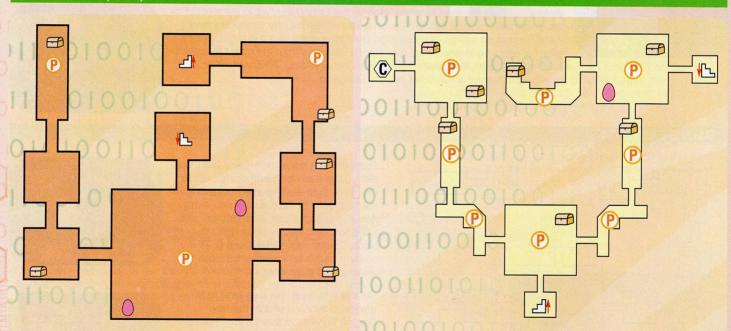


Once on level B2 you must be more careful, as the deadly Drill Idols reappear here. As you make your way around and through them, explore the first northern branch to activate a Symbol from a storeroom.



The long eastern path holds the Virus Crystal at the end, now with Virus Core B. The western path leads through various treasures to the staircase leading down to the third floor.

DUNGEON, B3, B4



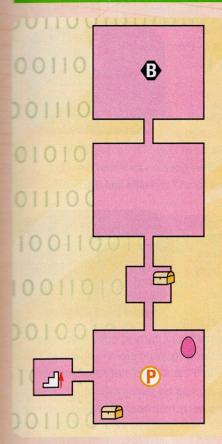
On the third floor, the layout is changed around slightly. The entrance room leads south and west into the large room. Head west and collect the treasure along the path and at the end of the short branch. Return to the large room and head north to take the down stairs.

The fourth level's layout is a bit closer to those of the first two. From the first large room head west, and follow the path to the third Virus Crystal and Virus Core A. Return and follow the eastern path, turning west when the path branches to pick up a treasure chest. Take the final eastern exit to the stairs leading to the bottom level.



At these levels you must watch out for the Demon Wyverns and the Rainbow Tail, and the dangerous Lich Lords. Since these strong new versions of the Lich are magic resistant, set Wiseman to "First Aid." These monsters are Thunder element creatures, much like the Drill Idol. Set Kite's weapons appropriately and attack them physically with a Darkness attack skill. Watch out for Confusion, and remove it if Wiseman isn't able to. The Lich Lords and Demon Wyverns can appear together, so be ready to switch weapons and tactics to take down the Water-based foe after ridding yourself of the Lich Lords.





On this lowest floor of the Dungeon, trigger the final Dungeon Portal and collect a few bits of treasure on the way north to the large room. Use any Strengthening spells that Kite or his allies possess, and fully heal everyone. Hand out a few more Restoratives and Antidotes if your allies used them in the Dungeon, but keep the lion's share for Kite, then check the party's Resurrection supply. When everyone is set, head through the final doorway and into the toughest fight yet.



BOSS FIGHT: MACHA

Opp 25,000 level 99 hp infinite/6000 S sp 999 element N/A skills Data Drain, PhaGan Zot, PhaRai, Don PhaRue Zot, PhaVak Don, Ranki Lei, Sprite of Love, Suspicious Seduction reward Segment 3

Have Kite hang back and handle the healing, which also keeps one character away from the foe's nasty area attacks. As the fight begins, set everyone to "Skills," then have Kite keep his distance while watching allies' HP, MP, and Status. Attack Macha with a spell from

Kite from time to time, but be ready to switch to healing at any moment.

Macha can cast Ranki Lei to confuse one ally, not a big deal with a Restorative handy. Next on the list of "normal" attacks are powerful spells that Macha can cast. These skills aren't unique to this boss, but they're still damaging, wide-area abilities. Even a fully healed character can fall to a single use of this spell. Be ready to heal and revive anyone who falls, using items instead of spells if you need to do much before the next blow. Restore MP with Artisan's Souls when bringing allies back to life.





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BOSS FIGHT: MACHA (CONTINUED)

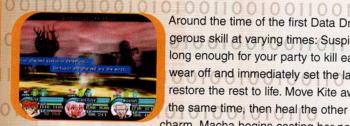
Sprite of Love is an area attack that does a moderate amount of damage. If someone within the blast zone took spell damage previously and hasn't yet been healed, this attack most likely means their demise.



As the fight continues, a pattern forms. The foe casts Ranki Lei, pauses for a moment, then casts a strong spell. After a brief pause to allow Kite to use only two or three items or one skill, this is followed up by Sprite of Love. There is a longer pause in which to recover and attack, then the cycle begins anew. This goes on for some time, but after you've worn away at the enemy for multiple cycles she begins to add in a little variation.

At this point watch out for Macha's Data Drain ability. She uses this against only one character at a time, and may use it in the place of Ranki Lei or at any point in the "cycle." She drains away half of the character's HP, and inflicts him or her with a whole slew of status ailments. Immediately use a Restorative and Antidote to strip away these ailments and heal the party member to be ready for the next assault.





Around the time of the first Data Drain Macha begins to use another dangerous skill at varying times: Suspicious Seduction, which charms the entire party at once. This lasts long enough for your party to kill each other, leaving one member standing. Watch for the charm to wear off and immediately set the last party member (if it isn't Kite) to "First Aid" so that he or she can restore the rest to life. Move Kite away from the others as soon as he's on his feet, restoring his MP at the same time, then heal the other party members. Shortly after the party members' recovery from charm, Macha begins casting her next strong spell.

Once this second phase of battle with the deadlier skills begins, keep a close eye out for Macha's Protect Break. If you're standing too far away you may miss it. Keep Kite close enough to spot it as soon as it occurs, while still keeping him out of the danger zone. If you miss this chance, keep fighting for a while until it happens again. This Data Drain gives Kite the precious **Segment 3**, and reduces Macha to a weaker version of herself.





Macha's reduced form has a finite number of HP (6,000). She can still cast her both Ranki Lei and her powerful attack spells in this form, but she loses her more deadly special abilities. Continue to hold Kite back and restore everyone as needed.

Once the tough fight is over you're not quite done in the Dungeon. Sit back to watch another important cut-scene, at the end of which Lios' voice breaks in to inform Kite that the strange data has returned again. Store some of the treasure found during the last adventure before after returning to the Root Town.





RETURN TO THE CHASE

The next step in the chain is a return to an area previously visited. Ω Cruel Vindictive Scars is the area with the Conquerors and other nasty fees. This time you know from experience what to expect.

Because of one different fight in this area, it's a good idea to take a different party. Take along Moonstone, a second Twin Blade, and Nuke Usagimaru. Both walk the fine line between fighter and spellcaster, which is needed now. Some of the weapons they use work well against the Darkness-based Conquerors, so equip them with the Thunder Spear or Minerva, and the Dragon & Tiger. Equip strong healing abilities, and remember that draining a Rat Crest from the Alucards is an option. Hand out the usual restoration items, then head back into the area.

Ω : CRUEL, VINDICTIVE, SCARS

RECOMMENDED PARTY: KITE, MOONSTONE, NUKE USAGIMARU



BATTLE LEVEL: 76 ELEMENT: Fire GRUNTY FOOD: Grunt Mints, Invisible Egg, Golden Egg ENVIRONMENT: Molten WEATHER: Cloudy

Alucard: Fire, Conqueror: Wood DUNGEON: Alucard: Fire, Conqueror: Wood DUNGEON: Alucard: Fire, Conqueror: Darkness, Earth Hsien: Earth, Jealous Cobra: Earth, Rainbow Tail: Wood

AREA:	to a number of the	MONSTERS:
Blazing Spear, The Devil, Firedrake Bone, The Fool, Hachiyou, Hellstorm, Imp's Leg Mail, Inferno Strike, The Lovers,	Mage's Soul, The Moon, Resurrect, Splatter Axe	Black Axe, Burning Brand, Ebony Greaves, Jet Gloves, Night Solleret, Rat Crest, Saburo, Storm Hauberk, Stun Rod, Thunder Robes, Twin Mizuchi, Virus Core J, Virus Core K, Virus Core L

The Conquerors remain the biggest threat, but with so many Thunder Attack Skills available, they should go down quickly. Switch between Moonstone and Nuke Usagimaru for healing tasks and avoid draining either's SP. With the Conquerors taken out, the other foes shouldn't be too difficult, although continue to watch for the sleep and paralysis status effects.

Trigger a few of the Portals to get a feel for fighting the enemies with this different party. When you feel ready, head back into the Dungeon.



DUNGEON

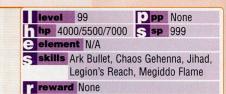
The floors in the Dungeon remain the same as before, with only a few things to note. Chests, Eggs; and Dungeon Portals have returned, as has the Symbol that you should have activated on your last trip. Any previously plundered Virus Crystals and the Gott Statue remain empty this time around, unless you missed them the first time through. Head for the bottom floor after collecting any previously missed items.



After reaching the final floor and entering the northern room, note the black flame stretching across the doorway. Prepare your characters for a familiar (provided you've played the previous volumes) battle before heading inside.



BOSS FIGHT: CUBIA

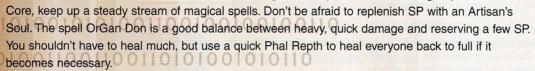


The fight begins with a disc appearing on the floor, trapping
Kite and the others within its confines. The entire battle
takes place in this cramped space. The fight isn't against Cubia
itself. Instead, a foe called the Cubia Core appears and floats
around the disc, and it is this "monster" that you must battle.



The fight consists of stages and waves, with the Cubia Core reappearing after the first two times that you destroy it. Within each of these stages, the combat periodically stops while Cubia attacks the party, and switches resistances. The Core begins as a creature resistant to Physical attacks, after the first "break" the Core becomes resistant to Magical attacks instead, then back after the second "break." This cycle continues throughout the battle, so keep an eye on the Core's tolerance.

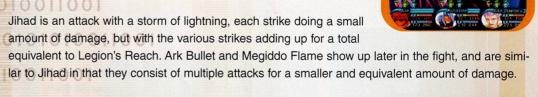
For this first wave set the party to "Magic." Because this crew is not Wavemasters, you may have to set the party to "Magic" after every attack or else the fighters will pause between magic spells. For the





For this first wave, the Core has a total of 4000 HP, and the attack "waves" happen each time its HP drops down around 1200. Cubia attacks the entire party with one of its own skills. After the first such attack, set your party to "Attack," and heal everyone. Because your party members are geared more toward dealing quick physical damage, this stage goes by quickly before the next breaking point, so don't delay in healing! After the next 1200 HP threshold and Cubia attacks again, strike with Magical attacks. Cubia may break in and attack if you take too long with any one form, so keep up a steady flow of attacks; it's good to know just when to expect the next wave.

The attacks aren't immediately fatal unless you've neglected healing. Legion's Reach consists of Cubia's "hand" reaching down to damage the entire party for around 400 HP each time. Cast Phal Repth if anyone's in danger, and remember that it's much better to be safe than sorry.





Chaos Gehenna, the most dangerous attack, shows up at the end of the fight. It also uses multiple strikes, but they vary in how much damage they deal. It isn't enough to wipe out your party on its own, but if you've taken damage from previous attacks without healing up, you could be in trouble.

0010101010101010101000111



BOSS FIGHT: CUBIA (CONTINUED)

Cubia Core's second stage has a total of 5500 HP, and 7000 for the third. The attacks from Cubia between waves aren't all that you need to worry about. As Cubia Core appears in each wave, it summons forth the Gomora. Kill Gomora attacks and damages the party while Repth Gomora heals the Core, and is the main reason that you must keep up constant attacks during the Physical Tolerance phase. Varias Gomora may appear and inflict status anomalies onto your party. Taking the time to kill the Gomoras is too much of a diversion, so try to overpower their effects with your own attacks. If this isn't working, take out the Repth Gomoras before switching back to attacking the Cubia Core.





Once you defeat the third stage, Cubia himself has been damaged badly and must make a hasty retreat.

With Cubia gone, the Wave resumes movement and Lios can no longer track it, so there's nothing left but to return to the Root Town to see what comes next. Kite and his friends warp out automatically after the battle, and you only need to sit back and watch what unfolds.

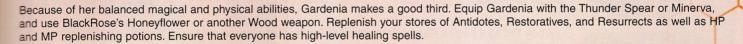


Kite and his fighting team are to head back once more to the bottom of Ω : Cruel Vindictive Scars, a Dungeon that may start to feel like a second home. BlackRose has nominated herself as part of the assault team, so take care of unfinished business in town, choose a third member, and head back to the Dungeon to see what happens there this time.



At this point if you log out long enough to check the Board and the News there are a few new messages and events, but nothing major that's game-related as of yet. Read them at your leisure, and move on to the next phase.

THIRD TIME'S THE



L: CRUEL, VINDICTIVE, SCARS

RECOMMENDED PARTY: KITE, BLACKROSE, GARDENIA



AREA VITAL	. s
BATTLE LEVEL:	76
ELEMENT:	10100 Fire
GRUNTY FOOD: Grunt Mints, Invisible Egg, Golden Egg	
ENVIRONMENT:	Molten
WEATHER:	Cloudy

MONSTERS
FIELD:
Alucard: Fire, Conqueror: Darkness, Wood Maiden: Wood DUNGEON:
Alucard: Fire, Conqueror: Darkness, Earth Hsien:

Darkness, Wood Maiden: Wood	Ti Fi T
Alucard: Fire, Conqueror:	H
Darkness, Earth Hsien:	L
Earth, Jealous Cobra: Earth,	Ir
Rainbow Tail: Wood	T

	ITEMS	
REA:	and the free	MONSTERS:
Blazing Spear, The Devil, Firedrake Bone, Fire Fool, Flachiyou, Flellstorm, Imp's Fleg Mail, Flerno Strike, Flee Lovers,	Mage's Soul, The Moon, Resurrect, Splatter Axe	Black Axe, Burning Brand, Ebony Greaves, Jet Gloves, Night Solleret, Rat Crest, Saburo, Storm Hauberk, Stun Rod, Thunder Robes, Twin Mizuchi, Virus Core J, Virus Core K, Virus Core L

You may wish to practice with the new group on a few Field Portals before heading into the Dungeon. On a third trip through the Dungeon, there's not really much more reason to delay entry.



DUNGEON, B1, B2, B3, B4

The story this time around is the same as with the last trip. Symbols, Portals, chests and the like have reappeared, but the Gott Statue and plundered Virus Crystals remain empty. Head straight toward the fourth level to face what waits below. Don't be in such a rush that you become careless in the battles faced on your way through.



On the bottom floor, the violet flame marking a special event stretches across the doorway leading out of the room with the staircase. Prepare at the bottom of the stairs by healing anyone who needs it and casting any Strengthening spells available.



BOSS FIGHT: TARVOS

level 99

h hp Infinite/7000

ssp 999

element N/A

skills Cursed Death Play, Data Drain,
Dek Do, Malice Light, Mumyn Lei,
PhAni Zot
reward Virus Core Z

This battle is another one with an enemy being tolerant of one attack type, then switching. Every so often the strange wormshaped foe begins to seep ichor from the three holes in its "head," then burrows beneath the ground. When the monster comes up, it has changed from one type to the next. Whenever it does disappear beneath the ground take the time to switch your party between 'Magic" to "Attack.".





When the fight begins, Tarvos is resistant to Physical attacks, so set the party to Magic, and repeat the command as needed to keep everyone casting. Kite should hang back to cast his own spells, and to tend to the wounds and ailments of the others.

One of these ailments comes from Dek Do, a spell that the foe casts against one party member at a time. This slows down the movements of the afflicted character, so remove it as soon as possible. The same holds true for Tarvos' Mumyn Lei ability which places one

character under the effects of sleep. Remove it with a Restorative rather than an Antidote.





PhAni Zot is another magical type of attack. "Fingers" of earth rise up to curl in and pound one character, dealing around 2000 HP in damage. Be prepared to cast revival spells and have multiple Resurrect items ready. Switch allies to "First Aid" temporarily in the event that it is Kite that is targeted by the spell. Because this PhAni Zot effect does cover a small area, characters who are close to the target may take a good deal of damage as well.

BOSS FIGHT: TARVOS (CONTINUED)

Tarvos also has normal attacks from the beginning of the fight. In one, he targets one character for a string of small-damage attacks, dealing over a thousand HP of damage in total. Tarvos can also raise his body into the air and slam it back down, sending out a shockwave to deal around 400-600 HP in damage. This attack is preceded by a strange blue afterimage effect stretching out behind Tarvos' motion.



Refere kindt

The worst of Tarvos' attacks in this early part of the combat is Malice
Light. Multiple lights slam into the earth, damaging every character on the field. This attack can deal between 700 and 1000 HP damage to each character. Act quickly when healing or reviving as all of Tarvos' attacks follow quickly after each other.

After four or five "cycles" between the Magic and Physical tolerances,
Tarvos takes enough damage to enter into the second "stage" of
attacks. He begins to use new abilities that you must watch out for, in

addition to those from the previous stage. His Data Drain drains half of a character's HP and inflicts a large number of status ailments.





With Cursed Death Play, Tarvos summons an image of the character from the pool of ichor below it, then skewers that image with its sword. The image becomes the character, who takes 9999 points of damage.

During the second stage, watch for Tarvos to enter Protect Break. This requires more "cycles" of Physical and Magical attacks, but keep your eyes open at all times for an opening. Once the opportunity presents itself, drain the **Virus Core Z** from the worm-shaped foe.





After being Data Drained, Tarvos still has his two normal physical attacks, his ability to inflict status ailments, and the more deadly PhAni

Zot and Malice Lights attacks. However, with only 7000 HP and no special resistances he won't have the chance to use them for long. Set your party to "Skills" to mop up his remaining HP and use Kite to keep everyone healed.

As your party warps automatically back to Lia Fail watch the reactions of the various Net Slum inhabitants gathered to greet Kite's return.

Take care of anything left in town, and watch for the New Mail icon. Log out when you get the chance, and watch for a new Board message if you've fought and defeated this volume's first two Goblin Tag matches. If this is the case, check the Board for the following message:





Author: Zyan X Message: Last one gob Thread: New Let's Play Tag

Too bad gob. No matter who wins, it's the last one gob. Though thought last one was the last one gob. Well, good luck to both gob. Be waiting at: Ω Detestable Elusive Scent gob!

Bring a party, gob.

SIDE DUEST

Aside from the goblin's challenge there are a few other Board messages. There is another interesting thread about the former group known as the Crimson Knights. This thread culminates in an intriguing message:

Author: Mozzarella

Message: RE: Crimson Knights

Thread: Crimson Knights

001100110011010100101010011001001

I wonder if Lady Subaru is still accessing.

So, Lady Subaru, if you've looked at this post, please come to:

Ω Obedient Someone's Knights

The keyword is automatically added to your list.

Now continue on to your Desktop and read the note from BlackRose saying to check the Board, as well as a still-garbled message from Aura. There are also a few emails from various characters giving more Keywords for you to explore at the first opportunity:



Author: Tartarga Subject: Harald

0.0110.0110.011010101010100110.01001

I don't remember when, but I talked with a wandering AI named Harald. After talking his share, "Where is the Sanctuary?" I didn't know what he was talking about, but he was persistent so I told him, "You know about it the best." Then, he was content and left mumbling, "That is true. I think it was in Δ Reincarnated Purgatorial Altar."

Maybe you should check it out.

Author: Marlo Subject: Got time?

0.0110.0110.01101010101010.0110.010.01

Accompany me to:

 Ω Collapsed Traveler's Fort.

That's all.

Author: Rachel

Subject: Rescue Service

0.0110.0110.01010101010100110.010.01

From now on, we can't be wasting time trading items here and there.

The hero's gotta rush into them dungeons and rescue players. That's what's gotta happen, see?

Doncha think this is a dream job? Getting paid to be loved by everyone and all...

When I placed an ad over the BBS, I immediately got a call.

The client's supposed to be at \(\) Nameless Pseudo Sea of Sand.

There's probably a bunch of powerful monsters, so I'd better get going!

Reply to the emails that allow a reply, then return to the Board. Along with Rachel's aforementioned Rescue Service announcement (with Kite listed as an employee, no less), pay close attention to the thread titled To the One Who Plays The Flute. It contains messages from the Net Slum residents, each giving a new Keyword of its own:

Author: Jinn

Message: Location of seeds

Thread: To the One Who Plays the Flute

001100110011010100101010011001001

If you're looking for the seeds to open the gate, go to Ω Splended Emerald Nobleman.



Author: Sconk Message: Just a Little

Thread: To the One Who Plays the Flute 0011001100110101001010100110010011

Saw Data Bug at () Dreaming Moonlit Gravestone.



Author: Culhwch Message: No Subject Thread: To the One Who Plays the Flute

0.0110.0110.01101010.1010.0110.010.011

Pig run to () Muted Starving Dry Sea!



Author: Dorin

Message: Thing that might be there

Thread: To the One Who Plays the Flute

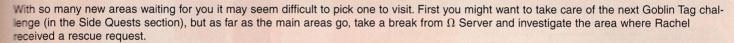
001100110011010100101010011001001

Had a dream about being attacked by a Data Bug at Ω Rotting Countless Sacrifice.

The Keywords are automatically added to your Word List as you read the messages, giving you a whole slew of areas to explore. While you've been fairly restricted in your choices up until this point, things certainly have opened up now!



rescue couriers



For this trip one of your party members has already been chosen for you, the Blademaster Rachel. It's been a while since you've taken Terajima Ryoko along with you on a journey, so go ahead and invite her as your third. Kite should wield his Dragon & Tiger blades. Rachel should wield her Fire & Sky blade if she has one. Ryoko should equip the Vortex Axe or another weapon with good Thunder attacks. At least one character should have a weapon with a physical Water attack at hand. There is a Blademaster weapon that you can Drain from a monster in this area, but don't rely on finding it in time. Keep Kite's familiar War God Guard equipped, and give something allowing the casting of Lightning spells to your allies. Take along the usual assortment of restorative items, including a handful of Artisan's Souls.



NAMELESS, PSEUDO, SEA OF SAND

RECOMMENDED PARTY: KITE, RACHEL, TERAJIMA RYOKO



MONSTERS:





AREA VITA	LS
BATTLE LEVEL:	80
ELEMENT:	6110 10 Earth
GRUNTY FOOD: Root Vegetable, Golden Egg	
ENVIRONMENT:	Grassland
WEATHER:	Sunny
011100100101010101011101	011010010

MONSTERS FIELD:

Dark Asteroid: Darkness.

Dark Starfish: Water, Pumpkin Head: Darkness DUNGEON:

Dark Asteroid: Darkness, Dark Starfish: Water, Death Glare: Fire, Neptune Medusa: Earth, Pumpkin Head: Darkness

ITEMS

AREA: Aqua Hands. Artisan's Souls.

The Fool, Frost Solleret, Gaia's Spell, Ice Leg Mail, Kikoku, The Lovers. The Moon, Ocean Silver Scarab

Gloves, Sea

Greaves. Stone Storm, Summon Earth Gott Statue Items Airy Robes, Artisan's Soul.

Alert Greaves, Dharma Wand, Dragon & Tiger. Ebony Hauberk, Guard Solleret, Kiki & Lala, Magus Robes, Night Ape Hood, Raven Crest, Shichiyou, Virus Core K, Virus Core L

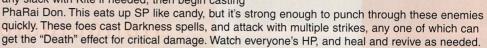
The first of the new field monsters is fairly simple. The Dark Starfish is a tougher cousin to the other starfishshaped monsters already fought. Its main threat is its paralysis ability, plus it casts large-area water spells. Use Kite and Rachel's Fire attacks to destroy it. Set Terajima Ryoko to "First Aid" if you don't want to break off Kite's attacks to heal, but don't allow the healer to become paralyzed. Data Drain at least one of the tough Blademaster Shichiyou weapons for Rachel when you have the chance.



The Dark Asteroid is a tougher customer, but not deadly to your whole party. His nastiest attack is PhAni Zot, which can do nasty damage in a small area. Even if one party member gets knocked out, you should have enough time to revive them before the slow-moving monster gets in a follow-up attack. Set Rachel to "First Aid," even though it's not really her forte, and attack with Kite and Terajima Ryoko's Lightning attacks. Watch out for the Asteroid's ability to put one party member at a time to sleep. This foe holds a key Drain item, the Dragon & Tiger weapon.



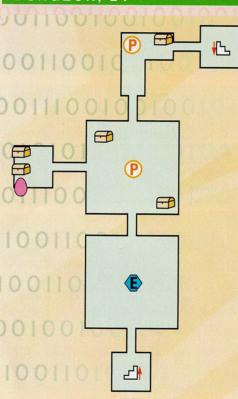
Pumpkin Head, the third Field monster, is the only one that shows up in groups. It is a Darkness monster and resistant to Physical attacks. When these monsters appear, set your party to "Magic," and one of the other two characters to "First Aid." Take up any slack with Kite if needed, then begin casting



As these foes are probably a bit higher-level than your party for the moment, stay in the Field to gain some experience and levels, while collecting Root Vegetables in the process.



DUNGEON. B1



Once you've had enough of the Field and head into the Dungeon, Rachel tells you the name of her client. This character is easy enough to find, as he is standing at the far end of the first room beyond the entry.

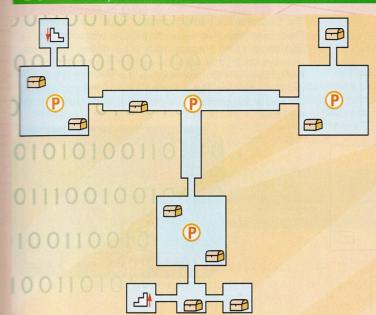
The first floor of the Dungeon isn't very large, or difficult. After heading through the next northern exit, take the west doorway to search a storeroom for a few items and a **Golden Egg**. Return to the large room off of the storeroom and head north, following the hallway to the stairs leading downward.

Neptune Medusa, an Earth creature, is much like the Jealous Cobra. Even without an element-based attack, it can't take much damage before falling, but watch out for its Charm ability. More dangerous are the Pumpkin Heads and Dark Asteroids, which also dwell here. The Pumpkin Heads sometimes appear in groups with the Medusa.









ADDITIONAL

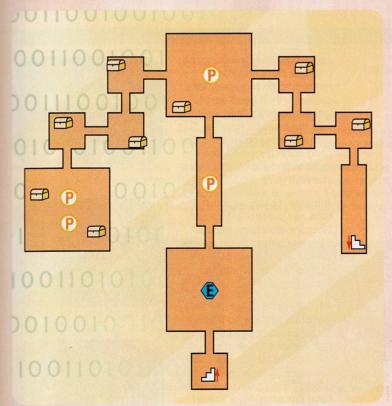
On the second level, head down the short way east to collect more items from another storeroom, then return to the branching path and head north. At the next branch, head east and follow the path to loot another storeroom before taking the final west path to the stairs.

You may start to encounter a new foe, the Death Glare. This enemy likes to charm your allies, forcing you to burn through Restoratives. The Glare backs that up with strong magical attacks and less worrisome physical attacks. The magic can wipe out your entire party if you don't keep everyone healed. As this foe is



resistant to Magical attacks, equip Rachel wield the Shichiyou as soon as you reach the second floor. If Terajima Ryoko has a Water-based attack, wield that weapon. Have Kite heal, but set Ryoko to "First Aid" if she doesn't have a Water attack.

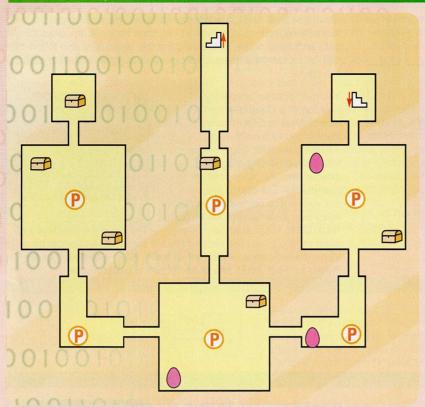
DUNGEON, B3



In the first room past the stairs, another figure stands stranded, speaking about a message from a friend to get items. For the moment there's nothing that you can do here, so pass on through to the north and continue to the bottom of the Dungeon.



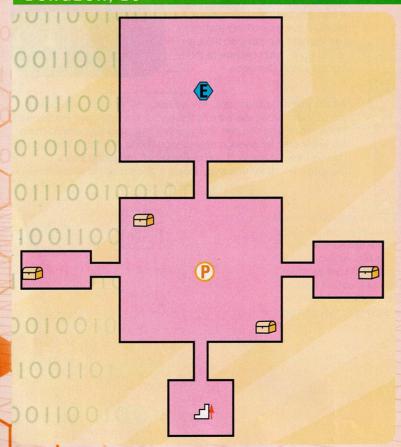
As the path branches, take the western exit and follow it, collecting treasure along the way. At the end of the path, two Portals wait in the room, and you can find yourself in trouble if you're not careful. Enter only far enough only to trigger one at a time, although it can be tricky in battle. If you're not set on triggering every Dungeon Portal for this area, this is a good room to skip entirely.



The Dark Starfish begin to appear again, just as on the Field. Even with Rachel wielding Water weapons, the Starfish shouldn't present much of a problem. Follow the hallways south, then take the western branch of the Dungeon to loot the storeroom at the end and any treasure along the way. Return to the branch, then go east. At the end of this pathway are the stairs leading down to the final floor.



DUNGEON, B5



At the bottom of the Dungeon only one Dungeon Portal remains to be triggered. Take care of it, then head east to loot a storeroom, and west to take the treasure from the Gott Statue. Once you've done that, head north from the large room to find the object of your search.

Jiro gets his way as much from just bulldozing through Rachel's objections as anything else, and the group is left to return to Henako back on the 3rd floor to deliver the items.

The way back to the other character is clear, so it's only a matter of retracing your steps. Henako stands within the center of the room and takes the items from Rachel, giving Kite and Rachel a cash reward of 5000 GP each. Back at Fort Ouph, store or sell extra items, replenish your stocks of restorative items, and get ready for the next zone.









MARLO'S LOOT

Call Marlo next and help him to meet his goals, whatever they may be. Return to Ω Server and add the Blademaster to your party, with Natsume as a second Twin Blade for a balance of attack and magic power.

Many of the monsters in this area are the same as those in the area just explored with Rachel, so prepare in the same way. Marlo should wield a weapon with strong Water attack skills. It's possible to Drain one in this Feld, but don't leave it to chance. The War God Guard (or another item with Thunder and/or Earth spells) comes in handy for Kite and for any others who might have it. Natsume and, if possible, Marlo should have Darkness equipment in reserve, and take something with a Darkness spell on it for Kite as well. Stock up on healing equipment and items before venturing through the Gate.



OVERSTOCK

Keep your inventory as clear as possible as there are a large number of valuable items found at the end of the Dungeon.

COLLAPSED, TRAVELER'S, FORT

RECOMMENDED PARTY: KITE, MARLO, NATSUME







79 BATTLE LEVEL: Wood ELEMENT: GRUNTY FOOD:

Mandragora, Immature Egg ENVIRONMENT: Grasslands Cloudy WEATHER:

MONSTERS

FIELD:

Alucard: Fire, Dark Starfish: Water, Death Glare: Fire

DUNGEON:

Dark Asteroid: Darkness, Dark Starfish: Water, Death Glare: Fire, Drygon: Thunder, Pumpkin Head: Darkness. Rainbow Tail: Wood

TEMS

AREA:

Artisan Axe. Fire Lion

Fear, The Hanged Man,

Ice Leg Mail, Jungle

Wood, Wolf Crest

Gott Statue Items

Angel Chain, Ruby

Brooch, Scarlet Plate

Hood. The Fool. Forest of

MONSTERS:

Black Axe, Dharma Wand, Dragon & Tiger, Ebony Hauberk, Guardian Blade, Jet Gloves, Kiki & Lala, Killer Hauberk, Magus Rage, Resurrect, Summon Robes, Night Ape Hood, Rat Crest, Raven Crest, Shichiyou, Twin Mizuchi, Virus Core K, Virus Core L

This Field has one of the Springs of Myst, this one to the northwest of the starting position. Make your way there, through the one Portal in between, and use this Spring to increase the level of one weapon. Rither create a more useful weapon for Natsume, or gain a strong new weapon for Kite.

All three of the monsters on this Field are familiar, but that's not necessarily a good thing. The Dark Starfish shouldn't cause many problems. The Death Glare from the last area returns here, this time on the Field, and it isn't any less nasty. Groups of Alucards round out the roster. Have Water skills ready for most foes and Fire attacks for the Starfish. Switch between party members for healing, leaving those with the proper elements for each foe to do the main attacking.

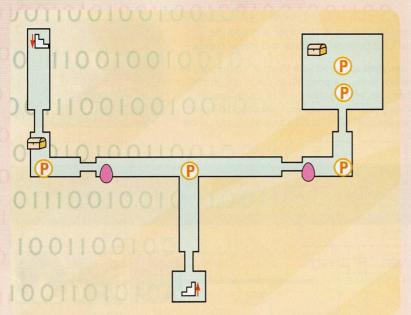






While wandering around, triggering Portals and checking the Spring of Myst, collect a few Mandragoras. Check the small pointed landscape items as Mandragoras collect around the bases of those. When you've had your fill of exploration, head for the Dungeon entrance.





At the first branch, go east to collect an Immature Egg from just after the split in the path. If you wish to trigger every Dungeon Portal, continue on to the next large room where two Portals wait in the same room with a Treasure Chest. Otherwise,

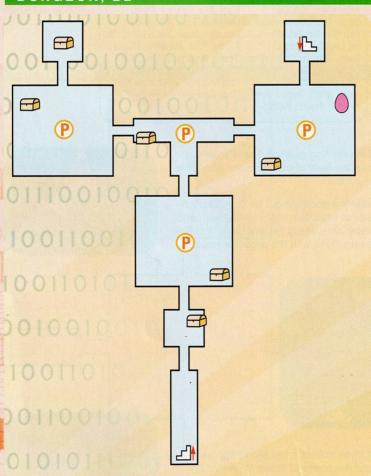


this is a good place to skip past and head the other way. The western branch leads through an angled hallway and to the down stairs.

The monsters on this level are those from the Field, with the addition of the Dark Asteroid. Be ready with Water, Fire, and Thunder attacks, and heal as needed.

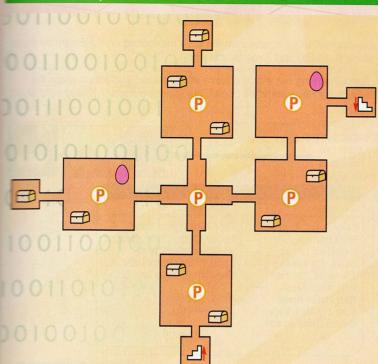


DUNGEON, B2

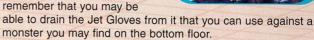


Watch out for the Physical attack resistant Pumpkin Heads appearing alongside other foes. Have Thunder spells handy, and set your party to "Magic" to fight them. Head north to the first split in the path, then follow the western branch to collect items and reach a storeroom. Heading east next leads to the stairs to the third floor.





The third level of the Dungeon is a bit more spread out than the other floors, with Portals sprinkled throughout. Luckily, there are no more rooms with two Portals. Rainbow Tail, a monster faced before, may start to appear. As you fight it remember that you may be

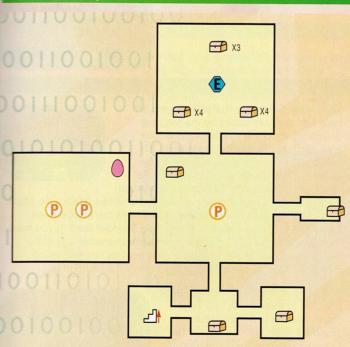


At the crossroads of hallways, take the west and north passageways through a large room and into a storeroom for each direction. The eastern branch leads to a large room, then to another, and finally to the stairs to B4.

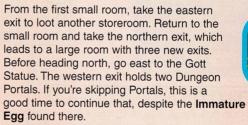




DUNGEON, B4



The Drygon, a huge Thunder-based monster, appears on this level. It breathes out strong lightning in a wide swath across its front arc, and casts wide-range Thunder spells. Keep Kite out of the way to heal and set the others to "Skills." Use the Darkness element against this foe, and have Natsume wield one of the Darkness-based Twin Bladeweapons.



Through the northern exit you find the goal that Marlo was seeking, a room filled with eleven treasure chests. Trade any extra items that you don't have room for to your friends and begin looting. Within this room are a Healing Elixir, an Emperor's Soul, a Noble Wine, two Ressurects, and one each of Darklore, Stormlore, Earthlore, Sealore, Firelore, and Forestlore.

Once you're done looting, you actually don't warp out automatically for a change. It's up to you to retrace your steps through the Dungeon or use a Sprite Ocarina. As long as you've already looted the Gott Statue you're done, so head out.











There is another area left to tackle before trying out the areas shared by the Net Slum inhabitants: the area mentioned on the Board by those looking for Lady Subaru. This is a good area to tackle next, so invite along Balmung and Piros for this trip.

This area is much like the previous two, so you know what to expect. Send Balmung out with the same Water-based equipment given the other Blademasters and take the usual Thunder spells. A weapon with Earth for Piros could be useful, but is not necessary. Kite should wield a weapon with Darkness attack skills.

Ω :

$m{L}$: Obedient, Someone's, Knights

RECOMMENDED PARTY: KITE, BALMUNG, PIROS







BATTLE LEVEL: 80 ELEMENT: Fire GRUNTY FOOD: Twilight Onion, Bear Cat Egg, Golden Egg ENVIRONMENT: Scorching WEATHER: Cloudy

MONSTERS

Death Glare: Fire, Pumpkin Head: Darkness, Rainbow Tail: Earth

Dark Asteroid: Darkness, Death Glare: Fire, Lich Lord: Thunder, Pumpkin Head: Darkness

ITEMS

111

Briny Guard, The Fool, Frost Hauberk, Hellstorm, Inferno Strike, The Lovers, The Moon, Summon Fire, Water Beast Gott Statue Items Lone Leg Mail, Ruby

Brooch, Ivory Barette

AREA:

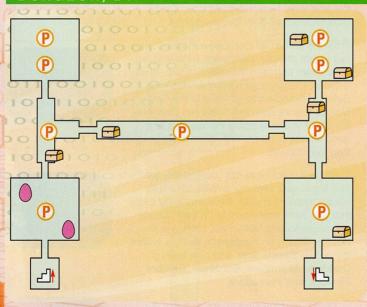
MONSTERS:

Black Axe, Dharma Wand, Dragon & Tiger, Ebony Hauberk, Jet Gloves, Kiki & Lala, Magus Robes, Raven Crest, Virus Core K, Virus Core L

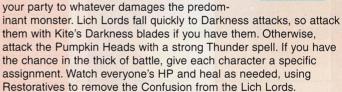
The three monsters on this Field are all foes fought multiple times: Rainbow Tail, Pumpkin Head, and Death Glare. While dealing with the Portals, stop and collect Twilight Onions if you need Grunty Food. Fight for some experience, collect Grunty Food and trigger a few Symbols, then head for the Dungeon when you're ready.



DUNGEON, B1



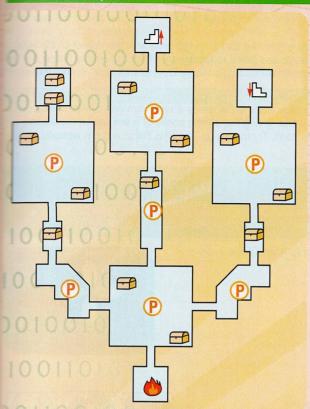
The Death Glare and Pumpkin Heads are here and they are joined by the Magical-resistant Lich Lords fought in a previous area. Both the Pumpkin Heads and Lich Lords show up in groups, which is tricky when they have opposite resistances. Set



At the first branching hallway, it's possible to head north to a large room, but that is a dangerous prospect since the room holds two Dungeon Portals. Even one Portals's worth of Lich Lords and Pumpkin Heads can be dangerous, while two such groups is deadly. If you have enough areas cleared of Dungeon Portals for the Books of Ryu, skip this room.



Heading east from the intersection leads through a hallway and a second branching of paths. The northern exit leads to a dangerous two-Portal room, baited with dual treasure chests. To the south are a large room with one Portal rather than the more dangerous two, and the stairs leading down.

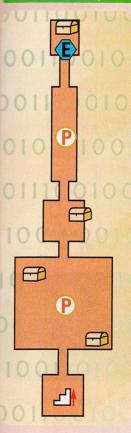


This second level is a more spread-out than the last but not as dangerous, even if you explore the entire floor. The monsters are the same, and no room holds more than a single Portal.

From the large room with four exits, head south to trigger a Symbol in that storeroom, then move west to collect treasures, ending in a storeroom with two treasure chests. Take the eastern exit from the original intersection to collect more items on the way to the stairs leading to level B3.



DUNGEON, B3



Perhaps a bit surprisingly after some of the previous long Dungeons, this third level is the final floor, and it is refreshingly short and straightforward. Trigger two Portals and head through three intervening rooms between the stairway and the Gott Statue. Watch out for the Dark Asteroid that may show up within these last two Portals





Once you loot the Gott Statue, a figure enters the room with Kite, perhaps a bit familiar to those who have watched the .hack://Sign anime. This is the Long Arm Crim, who took part in previous events involving Lady Subaru. Before leaving he stops long enough to give Kite a warning and **Crim's Spear**, a powerful weapon for a Long Arm.

With this short and sweet area out of the way do the usual juggling of equipment and items, then prepare for things to get tougher from here.



JUNGLE GUARDIANS

Now is a good time to take on the four areas revealed on the Board by the denizens of the Net Slum. As the area with the lowest battle level and the easiest Virus Cores to access, Ω Splendid Emerald Nobleman makes sense as the place to tackle next. Take the Heavy Blade Sanjuro to give your party a bit of physical attack power, and the Wavemaster Mistral for spells and healing. Upgrade Mistral's equipment as much as possible in town before heading out to the area.

This area requires a few different elements, but the best to bring along are Water attack skills, a Darkness attack from one of Kite's weapons, and the usual Thunder spells. Mistral should wield a weapon such as the Dharma wand, giving her strong spells of a few useful elements. Healing comes in handy, and you may be able to pick up a Raven Crest in the area itself. Try to pick up The Sun Fang, a great weapon for Sanjuro, from one of the monsters fought here.

UPGRADED HEALING

The Dungeons explored begin to have higher level healing items than before, with trades and other events tending to give higher level items. Think about using up remaining Restore Potions and other such items, then collect and use only the more powerful types.

None of the Virus Cores needed to unlock this Gate are special, and two Virus Cores A and three each of Virus Cores E, I, and K grant access.



(): SPLENDID, EMERALD, NOBLEMAN

RECOMMENDED PARTY: KITE, SANJURO, MISTRAL



BATTLE LEVEL: 80 ELEMENT: Wood GRUNTY FOOD: Piney Apple, Invisible Egg, Golden Egg ENVIRONMENT: Jungle WEATHER: Sunny

MONSTERS FIELD: Death Glare: Fire, Guardian, Rainbow Tail: Wood DUNGEON:

Dark Asteroid: Darkness, Guardian, Drygon: Thunder, Lich Lord: Thunder, Pumpkin Head: Darkness, Rainbow Tail: Wood

ITEMS AREA: MONSTERS: Artisan's Soul, Resurrect. Black Axe, Demon Forest of Fear, Summon Wood Mail. Dharma Wand. The Hanged Gott Statue Dragon & Tiger, Ebony Man. Insane Items Hauberk, Guardian Spear, Jungle Maniac Sword. Blade, Jet Gloves, Kiki Rage, The Ivory Barette. & Lala, Killer Hauberk. Lovers, The Magus Robes, Noble Artisan's Soul Moon. Wine, Raven Crest. Professional The Sun Fang, Virus Core K, Virus Core L

For the first time in this volume, the Field for a required area is a Jungle. This maze-like Field is more like a Dungeon than a typical above-ground level. Due to the limited space, there are only three Field Portals and one bit of Grunty Food. There is also a Spring of Myst to visit before heading into the Dungeon itself.

From the beginning of the maze, head south into an intersection and deal with the Portal, then take the south exit. Grab the **Piney Apple** in the next small room, then continue to follow the path to the next intersection. Head north to find the Spring of Myst. This Spirit can raise weapons by two levels, so don't miss the chance to upgrade a bit of equipment. Head back south and continue east to a treasure chest, then return to the first intersection.



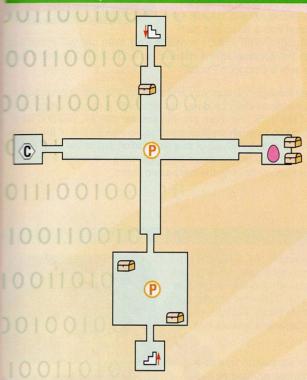


Take the western exit, and after dealing with the Portal and its inhabitant, look for the Symbol in the northeastern portion of the room's center. Continue on to the third Field Portal, then to the Dungeon entrance.

Two of the monsters that can appear on the Field are familiar. Against Death Glares, set Sanjuro to attack, Mistral to heal and work on wearing their HP down the hard way. The new Guardian is a non-elemental monster that casts widearea spells, but isn't particularly dangerous. For a big change, its Data Drain monster is tougher than its normal form, and gives more experience. The Drained form of the Guardian is called the Bracelet and it uses powerful Summon soe s on one party member at a time. As soon as anyone starts taking damage, set Mistral to healing. While you might se tempted to leave the Guardian without a Data Drain, the experience and items gained make it worthwhile. Try for a weapon called The Sun Fang for Sanjuro to use. It has three different elements for the area on it.



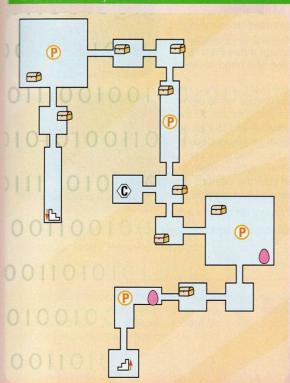
DUNGEON, B1



This first level of the Dungeon has only two Dungeon Portals to trigger. Head through to the intersection (triggering both Portals in the process) and head west to claim a Virus Core I from the Virus Crystal. Move east to loot a storeroom of its items, including a Golden Egg. From the intersection, go north to the stairs leading down.

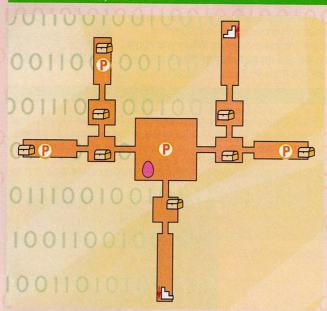


DUNGEON. B2



The second level of the Dungeon is longer and more winding, but has fewer branches than appears at first. The first path winds vaguely north through multiple short hallways and a large room before reaching the first and only intersection. A small storeroom with the second Virus Crystal and Virus Core G sits off to the west. Return immediately to the intersection and head north to continue through more rooms and hallways until you reach the stairs down to level B3.





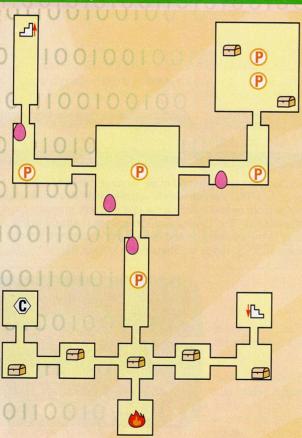
This third level continues the large, sprawled-out geography, and holds more intersections. The familiar Lich Lord and Dark Asteroid may start appearing on this level. From the entry stairs, head south to the first intersection. If you still need more Dungeons cleared of Dungeon Portals for the Books of Ryu (or more food to raise Grunties), head east into a dead-end hall-



way with one Dungeon Portal and an **Invisible Egg.** With that out of the way, step back through the doorway to the intersection and take the western exit into a large room with a Dungeon Portal.

Head directly west through the doorway and through the next intersection to reach another of the dead-end corridors, this time with a chest beyond its Dungeon Portal. Step back one room into the smaller intersection and take the northern exit, going through another small room into a third of the deadend halls, also with a chest. With all of this exploration out of the way, return to the large room and take the southern door, following it through a small room and into the hallway holding the next down stairs.

DUNGEON, B4



Watch out for the return of the Drygon on this level. This time, have Mistral hang back and heal your party while Sanjuro and Kite fight it up close. Use Darkness attacks from the appropriate Twin Blade weapon. Have Sanjuro use any Darkness attacks that he has as well.

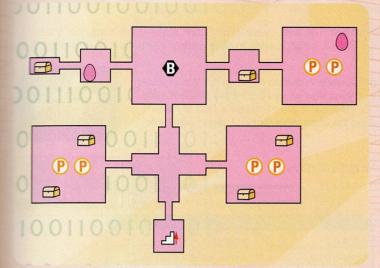
The layout here is somewhat spread-out. From the first large room, head east, assuming you still wish to gain an extra area for the "Dungeons Cleared of All Portals" requirement. At the end of an angled hallway lies a second large room, but this one holds two Dungeon Portals. After clearing (or skipping) these Portals, return to the intersection and head south to continue the journey.

There are no Dungeon Portals left to worry about in the floor's remaining rooms. At the next intersection, head west and loot all the various treasure, including a Virus Core H from the next Crystal. Return to the intersection and step into the southern room to trigger a Symbol, then take the eastern exit to a few more bits of treasure and the stairs leading to the last floor.









On the fifth floor, you face the same decision as before. To the east and west lie two large rooms, each with two more Dungeon Portals. There is danger there, but also a few last bits of treasure. Once you've handled or decided to skip the two rooms, prepare your party for a fight and head north, through the purple flames.



BOSS FIGHT: CERBERUS (DATA BUG)

level 82 Pp 12,350
h hp infinite/7090 S sp 825
element Fire
s skills None
r reward Virus Core Ω

The Boss is a corrupted version of a Cerberus. With forethought, you should be able to handle this fight with little more difficulty than the others so far in this Dungeon.

Have Kite and Sanjuro use "Skills" at close quarters while

Mistral hangs back to use "First Aid." If you can wait long
enough for the Wavemaster to cast a few Water spells before

you begin to take much damage, so much the better. This fight is longer and tougher than the Drygon fights, especially if you cannot use the Water element against it, but the tactics are generally the same.

With luck (and some Water element thrown in) your party should only have to face the creature's strong breath attack a few times before the monster reaches Protect Break. Jump on this chance and drain the foe, stripping it of its protection and gaining the Virus Core W.

The regular Cerberus is exposed, and the fight is all but over. The elements and attack methods are the same, with the main exception that the enemy no longer has infinite HP. Watch for Protect Break again, as

this uncorrupt form can be Drained once more before the fight is over. You net a Virus Core L, Spirit Lance, or Fallen Pope by doing so.







If you've been triggering the dual-Portal rooms, continue to do so once more to the east, facing the last two of the Dungeon's Portals. With this out of the way head back to the Boss's room and head north to a small room leading into the room with the Gott Statue. Loot the Statue, and you are now finished in the area. Use a Sprite Ocarina or walk back the long way, then return to Lia Fail.





Skeleton in the closet

Before taking the next of the Net Slum areas, make a quick stop elsewhere first. The area revealed by Sconk requires the "common" Virus Cores to access, but in this case three of those Virus Cores are the Virus Core J, which is often in short supply. If you don't have enough, return to one of the earlier areas to Drain a few from Wood Maidens.

For the party in this next area, Gardenia takes the place of the other fighter, while Wiseman takes up the Wavemaster duties. Equip one of Gardenia's Wood element weapons, and prepare everyone else as you did for the previous area. Bring along a Thunder weapon for Kite as well as a Darkness weapon for the area. If Wiseman has a Rod of Pattern, it serves as a multi-element staff. When you're ready, unlock the gate using the three Virus Cores J, along with three each of Virus Cores B, F, and K.





DREAMING, MOONLIT, GRAVESTONE

RECOMMENDED PARTY: KITE, GARDENIA, WISEMAN



BATTLE LEVEL: 81 ELEMENT: Earth GRUNTY FOOD: Root Vegetable, Immature Egg, Golden Egg ENVIRONMENT: Grasslands WEATHER: Night

MONSTERS

FIEL D:

Dark Asteroid: Darkness, The Guardian, Neptune Medusa: Earth

DUNGEON:

Dark Starfish: Water, Drygon: Thunder, Guardian, Lich Lord: Thunder, Neptune Medusa: Earth, Pazuzu: Darkness, Pumpkin Head: Darkness

ITEMS

MONSTERS:

Alert Greaves, Demon Mail, Dharma Wand, Dragon & Tiger, Ebony Hauberk, Guardian Blade, Guard Solleret, Killer Hauberk, Magus Robes, Night Ape Hood, Noble Wine, Raven Crest, Rivergod Spear, Shichiyou, The Sun Fang, Virus Core K, Virus Core L



Unlike the last area, this Field is a wide-open space. There are plenty of Portals to open if you want to seek out Guardians for their experience-giving Bracelets.

AREA:

Stonecall

of Sky

Cosmic Truth,

Dispeller, Erling's

Spear, Fire Dragon,

The Fool, Jindachi.

Strike, The Moon.

Gott Statue Items

Golem Parts, Vessel

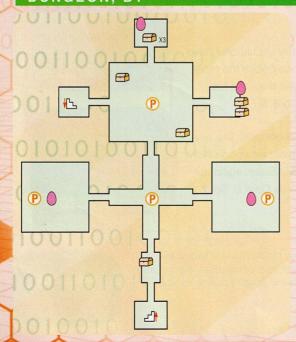
Made in Heaven

Lava Greaves, Meteor

The other monsters are the Dark Asteroid and Neptune Medusa. Use Gardenia's Wood Element against the Medusas, and watch for status ailments.



DUNGEON, B1

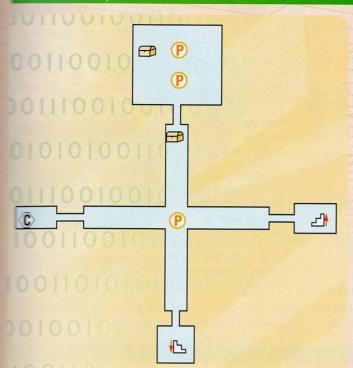


The first Dungeon Portal is at an intersection of four paths, with exits to the east and west, and one to the north. The monsters are much the same as the previous Dungeon, with the Lich Lords and Guardians inhabiting the top level, joined by Neptune Medusas from this Field.

Explore the rooms to the east and west cautiously. The Portals in each of these rooms are at the opposite end of the room, behind an obstruction in the center. It's hard to see just what exactly you are facing until you get around the obstruction. Set your party to "Attack" in these instances, just in case you are about to run into a group of Lich Lords. Set Wiseman to "First Aid" and change the settings to "Skills" later if you end up facing other creatures. In the niche at the back of the eastern room is a Golden

Egg. The western room holds an Immature Egg in the same spot.

With the food collected, head north from the original crossroads to reach a second small intersection. Go to the well-stocked storerooms to the east and north, loot them, then return and head west to the stairs to B2.

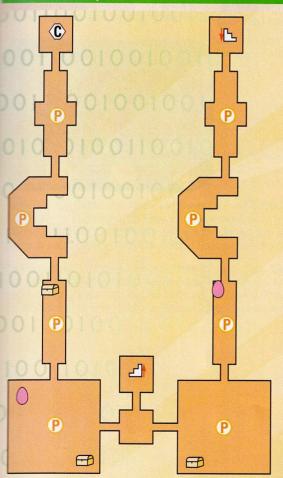


The Pumpkin Head shows its large ugly face again. If facing mixed groups of enemies, it's easiest to set your party to whichever ability takes out the predominant monsters, but don't be afraid to change your tactics on the fly.

The layout of this area is a giant cross, with a storeroom holding a Virus Crystal and Virus Core I to the west, and another double-Portal room (where the cautions from the previous area applies) to the north. To the south are the stairs leading down to B3, making this a short level, easily cleared except for the room with two Portals.



DUNGEON, B3



At the first choice of exits, head west. Collect the treasures and Grunty Food along the way, with a **Virus Core H** inside the storeroom's Virus Crystal at the

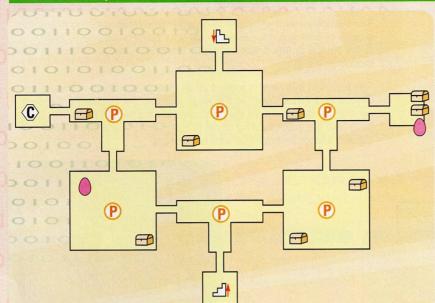
end of the trail. Retrace your steps back to the intersection at the south end of the floor, and take the parallel track to the east, ending at the down stairs.

In this third level is a new monster: The Puzuzu. This Darkness creature is a skeletal giant, but is not as intimidating to fight as it looks. The enemy is not immune to Magical or Physical attacks, and is weak versus Thunder attacks. Change weapons if necessary and set the party to "Skills" as you begin your attack. Let Wiseman get in a spell or two, and switch him to "First Aid" if your party absorbs too much damage. The Puzuzu can unleash a combo of attacks that is damaging, but there is usually a sufficient time between these attacks to heal. Once you have the monster worn down to Protect Break, Drain a Rivergod Spear for Gardenia.





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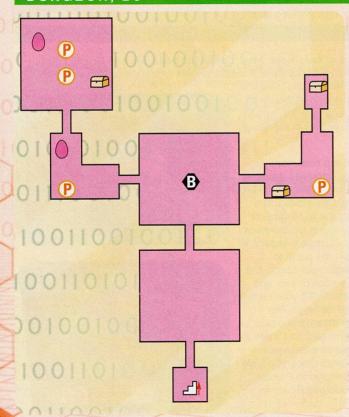
This floor sends out paths to both the east and west, but the two sides connect in a loop to the north. Take the eastern side for now, clearing a large room, then head north to another intersection. From here, the eastern exit leads to a small storeroom. The western exit leads to a large room with two exits. The northern exit leads to the down stairs, but don't take it yet.

Take the western doorway from the large room. The smaller intersection leads west into a storeroom with the last Virus Crystal and a Virus Core G.
South from the small intersection is the final



large room, finishing the loop. Head back north and east to the large room with three doorways, this time taking the north exit down the stairs.

DUNGEON, B5



Before you even have the chance to explore the main part of this fifth and last level, a northern exit from a large room holds familiar fiery markings. Prepare with Strengthening spells at hand and heal fully before running in to tackle the latest Data Bug.



00101010011001001001001100



hp Infinite/5650 S sp 825
element Darkness
skills Ap Corv
reward Virus Core X

This foe is a corrupted version of the Skull Devilgon, which in its uncorrupted form is a weaker cousin of the Pazuzu. Use the same weapons and tactics as you would for the Pazuzu. Set your party to "Skills," and Wiseman to "First Aid" after a short pause to allow him to cast one or two spells.



Use strong Thunder attacks from a weapon such as the Diablo Blades and the Skull Devilgon cannot last for long. After only two

or three rounds of attacks, it should reach Protect Break, allowing you to Data Drain it for the Virus Core X.



After the Drain, you have an even easier fight on your hands than against a normal Pazuzu. The largest problem may be getting a chance to Data Drain it for one of its Drain items before it is killed. Data Draining the foe results in the Minerva for Gardenia, the Tri-Tips or Virus Core I. With the Devilgon out of the way you now have the rest of the floor awaiting your exploration.

From the Boss's Den, head west to explore a short hallway and a second double-Portal room if you feel the need for it. To the east is the Gott Statue with a few interesting and rare items. This floor can discharge the Drygon from the remaining portals, so stay sharp. Set Wiseman to "First Aid" while Gardenia and Kite go with "Skills." You may also fight the Dark Starfish here.

Finish up on the level beyond the Boss's Den, then use a Sprite Ocarina to return to the Field, or backtrack through the whole Dungeon. Either way the work is finished here, and it's time to return to Lia Fail.



PIRE AND ICE

With half of the "special" locked areas from the Net Slum thread in the board now explored, the next in line is Culhwch's area. Many of the monsters and features of the new area are familiar, so a team of a fighter and Wavemaster is the way to go. It's Mistral's turn in the rotation, while BlackRose makes a good tank, especially with the weapons picked up in the previous Dungeon.

For the Heavy Blade, the Made in Heaven is a nice Wood weapon, but the Sun Fang is even better. It has both Wood and other elemental attacks. If you don't have an extra of this weapon now, try to pick one up from the Guardians in the next zone. A multi-element weapon like Dharma Wand or Rod of Pattern is best for Mistral. For Kite, the same gear used last time around suffices, although a good Wood weapon comes in handy. Along with the normal healing spells and items, include a few SP restoration points in your inventory.

The Gate-required cores here are three each of Virus Cores C, G, J, and L. If necessary, return to previously visited areas to retrieve any Cores that you might need. Use Helba's email if you need hints on where and how to find specific Cores. The next Net Slum-revealed location is a Fire element area with, oddly, a Snowfield as its environment.



MUTED, STARVING, DRY SEA

RECOMMENDED PARTY: KITE, BLACKROSE, MISTRAL







AREA VITALS BATTLE LEVEL: ELEMENT: Fire GRUNTY FOOD: Oh No Melons, Bloody Egg, Golden Egg ENVIRONMENT: Snowfield WEATHER: Blizzard

MONSTERS

FIELD:

Death Glare: Fire, The Guardian, Neptune Medusa: Earth

DUNGEON:

Death Glare: Fire, Flame Maiden: Fire, Gob Machine: Earth, The Guardian. Neptune Medusa: Earth. Pazuzu: Darkness

AREA:

Artisan's Soul. Banished Blade, Blaze Hauberk, The Hanged Man, Hellstorm. Inferno Strike, Kikoku, The Lovers. The Moon, Shin Gott Statue Items Watcher, Artisan's Soul. Crystal Stone

ITEMS MONSTERS:

Alert Greaves, Commandments, Demon Mail, Divine Gloves, Guard Solleret, Kiki & Lala, Noble Wine, Raven Crest, Rivergod Spear.

Sublime Stole, Suigetsu, The Sun Fang, Virus Core J, Virus Core K.

Virus Core L

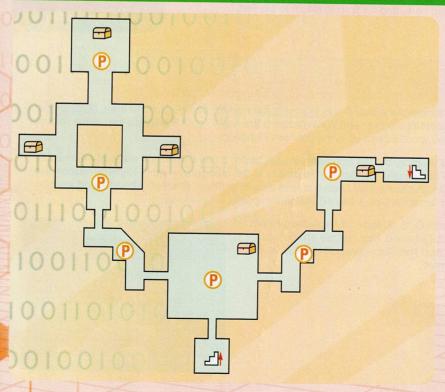
As you arrive on the Field, the Spring of Myst is to the northeast, with the Dungeon entrance to the south. Head to the Spring first, triggering a Symbol very close to the Spring along the way. The Spirit is a level 5 Monsieur, not capable of handling the highest levels of weapons and armor. With that taken care of, decide whether to trigger the Field Portals or head directly for the Dungeon.



From the Field Portals, the Neptune Medusas with their charm abilities may be the easiest of the enemies. The Guardian, in its Data-Drained Bracelet form, hits hard. The Death Gaze, which reappears here, is a longer fight than usual. Still, with Mistral around to heal your party if someone dies, the fights should go smoothly. Watch out for Mistral being charmed or attacked, and rectify the situation as soon as possible.



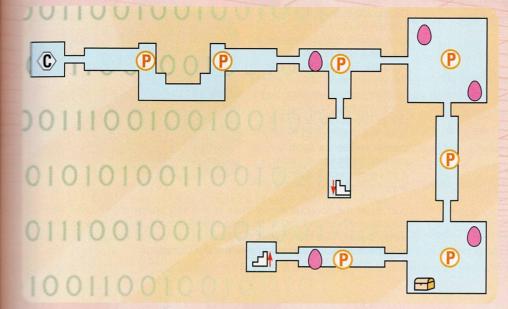
DUNGEON, B1



The monsters on this level aren't anything new. The Death Glare from the Field reappears as do the Pazuzu and the Guardian. On the first level of the Dungeon, head west and collect the treasures found along the short path. In the open-centered larger room, don't miss the treasure chests within the east and west alcoves. When you reach the end of the trail, head back to the original room beyond the stairs and take the eastern doorway. One short path later is the first set of stairs.







The pathway curves east, north, and eventually west again, finally reaching an intersection that leads to the west or south. Head west.



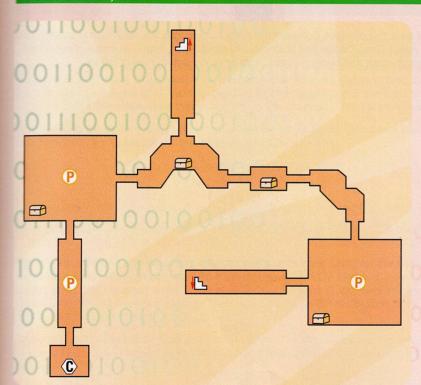
The first room that you reach is one with two Portals. In this case, the Portals are far enough apart that you can handle one before moving forward to trigger the next. The room beyond this has the first of the Dungeon's Virus Crystals, holding Virus Core G. Return to the one intersection and head south to reach the stairs leading down.

As far as monsters go, there is one new addition here, the Gob Machine. These foes are easy to defeat, and cannot take much damage at



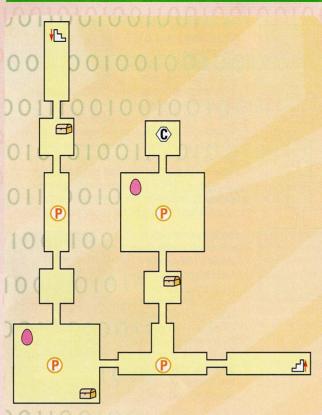
all before dying. These foes have good Data Drain items, such as the sometimes-scarce Virus Core J or the useful Divine Gloves, and you may have some difficulty damaging the foes enough to bring them to Protect Break without killing them outright.

DUNGEON, B3



Take the western exit from the intersection to reach a Virus Crystal at the end of the path, this time holding **Virus Core H.** The eastern exit from the intersection leads to the staircase leading down. The addition to the Dungeon this time is the Neptune Medusa, one of the monsters from the Field. Clear out the treasure and the Portals and head down to the next level.



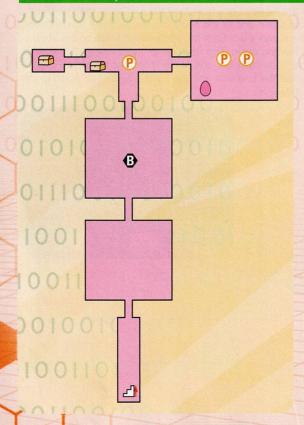


On the fourth level, the Flame Maiden begins to show her face, a spell casting monster in the same vein as the Wood Maidens. This Maiden drops the Virus Core J, so you should be able to stock up here. If you have managed to pick up a pair of Divine Gloves by this point, the Water spell found therein makes the fights against the Maidens easier, if you aren't worried about exploiting their Protect Break.



Just as on the previous levels, there is one sole intersection on this floor. Take its northern exit first to find one more Virus Crystal at the end, and Virus Core I. This then leaves the western exit to lead along a path strewn with treasure to the last set of stairs in the Dungeon.

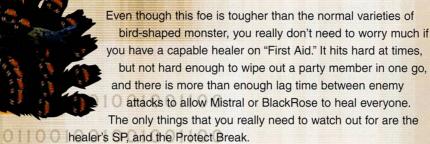
DUNGEON, B5



Just as in the previous Dungeon the party runs across the violet flames leading into the area's Boss Den before reaching any other fights, items, or intersections. Use Strengthening and Healing spells, then head through the set of flames.

BOSS FIGHT: PSYCHE VISION (DATA BUG)







This monster has plenty of HP, with no elemental weakness in this form to exploit. You're in for the long haul, constantly bombarding the enemy with strong attacks. If BlackRose has a strong healing spell, let her take over "First Aid" duties part of the time, allowing Mistral to pummel the enemy with her magical attacks.



After a while, the enemy reaches Protect Break, allowing you to Drain the Virus Core Y from it and leaving the Psyche Vision revealed and vulnerable to Earth and other strong attacks. This portion of the battle goes by in a flash, especially compared to the previous part of the fight. If possible, Data Drain the monster before it dies for Virus Core L, a Maestro Axe, or a pair of Hades Gloves.



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Just as before, the Gott Statue and final parts of the fifth floor are located behind the Boss Battle area. The Statue and its treasures are beyond the den and to the west, while a two-Portal room les to the east. This particular double portal is less risky than some of the others, given the weaker nature of many of its lower level monsters, but there are risks involved. Still, if you need to clear more Dungeons of all their Portals (or just can't stand to see the least bit of treasure go unclaimed) this is a better area than most to take the chance to enter the room to clear it.

After clearing the bottom level, return to the surface with a Sprite Ocarina or backtracking, and return to town to prepare for the last of these four special areas.



darkest bepore dawn

For this trip Balmung and Wiseman make a good pair to bring along for the ride. Give Balmung the Blademaster weapons collected from the last area, with the Maniac Sword being especially useful, and have Wiseman wield a Rod of Pattern or Dharma Wand. Give Wiseman a Hunter's Guard if he doesn't have one already. There should also be SP restoration items in among the rest of your typical supplies.

There is one last Gate to hack to enter this location. The Cores needed this time are three each of Cores G, H, J, and K. Slot them into place and head through the Gate and into what lies beyond.



ROTTING. COUNTLESS, SACRIFICE

RECOMMENDED PARTY: KITE, BALMUNG, WISEMAN







85 BATTLE LEVEL: ELEMENT: Darkness GRUNTY FOOD: La Pumpkin, Bloody Egg, Golden Egg ENVIRONMENT: Earth Night WEATHER:

FIELD:

Gob Machine: Earth. The Guardian, Pazuzu: Darkness

DUNGEON:

Blue Wyrm: Water, Flame Maiden: Fire, Gob Machine: Earth. The Guardian. VlitraMaster: Earth

ITEMS

AREA:

Artisan's Soul. Charred Guard, Cosmic Staff, Dark God's Axe, Demon Spear, Fire Hands, The Fool, The Hanged Man, Inferno Gloves, Nightcall, Nightfear, Nightshade. Resurrect, Shin

MONSTERS:

Able Lamellar, Alert Greaves. Commandments, Demon Mail, Divine Gloves, Greaves of Awe, Guardian Blade, Magus Solleret, Noble Wine, Rivergod Spear, Sublime Stole, Suigetsu, The Sun Fang, Virus Core J, Virus Core K. Virus Core L Gott Statue Items Spear Core MK3, Vessel of Sky, Crystal Stone

The enemies in this field are familiar. The Guardian is back, as are the Pazuzu and the Gob Machines, With Thunder attack skills and spells to take out the Pazuzu and Wood spells to decimate the Goblins, you may not even have to set Wiseman to "First Aid" except against Guardians and Bracelets, Just remember to Drain items from the Gob Machines if possible. Their armor is a nice addition to your party's stores of equipment.

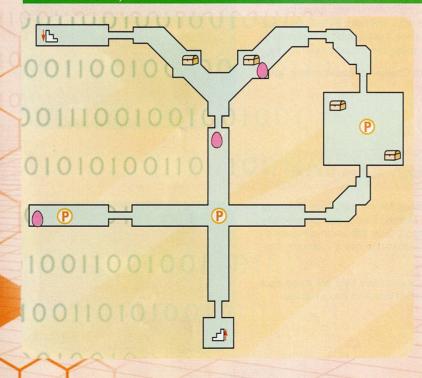
During your time in this area, it is likely that you will find the Cosmic Staff in a chest. This is a Wavemaster rod that holds various elemental spells, in this case Summons abilities.

Before heading into the Dungeon, stop by the Spring of Myst, although the spirit is a Monsieur and cannot increase the level of the best weapons. There are also a few La Pumpkins around the cocoon-shaped landmarks, as well as Symbols scattered throughout the Field. As the monsters other than the Guardian should be fairly easy to handle, this is a good Field to clear of all of its Portals, and to explore to the fullest. Be careful just east of the Spring of Myst as it has a number of Portals grouped closely together.





DUNGEON, B1



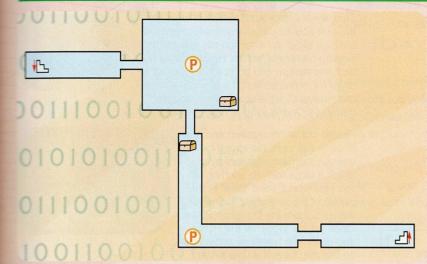
Head west at the first crossroads to trigger a Portal in a dead-end hall, and collect the Bloody Egg at the end of it. Return to the intersection and head east.



Go through the diagonal hallway into a large room with a portal and treasure, then continue through another diagonal hallway and into a Y-shaped intersection that meets up with the remaining exit of the previous crossroads. Check the small niches on each side of the hallway. There are two treasure chests displayed on the map, and a Bloody Egg in a third of the alcoves that you can't see just from the map. Go west through the intersection and take the remaining exit to reach the stairs leading down to the second floor.

Watch out for the Guardian and a new monster, the VlitraMaster. This Earth enemy is a pumped-up version of the Jealous Cobra and Neptune Medusa. If Wiseman has a Wood spell and Balmung does not, set the Blademaster to cover healing instead of the Wavemaster.



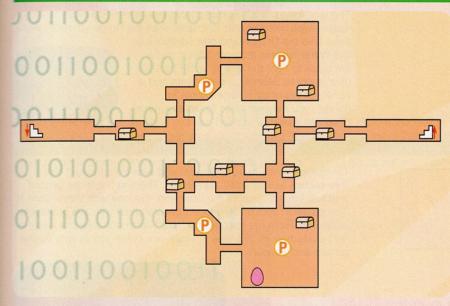


The Flame Maiden begins to show her face again, but this shouldn't be a big danger to your party by this point. Remember that if you Drain a "Commandments" rod from these monsters, you can give it to Wiseman as a great present. Just don't let him wield it in the Dungeon, as it contains Water spells, only useful against the Flame Maidens.



The layout is simple this time, a single path leading west, north, and west again to the stairs leading down to the third floor, and no way to get lost.

DUNGEON, B3

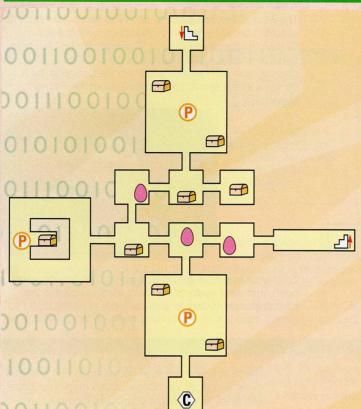


The third floor more than makes up for the previous levels' simplicity as it loops around more than once, with many small rooms connected together in a spread-out network. Head west to the intersection, then all the way south until reaching the large room at the southeast corner. Take the diagonal hall from the west side of the room northwest to another small room, from here heading straight east to the end, then north once to finish the circle and return to the first intersection.



From this intersection, head north into another large room. Take the one exit west and follow the path, ending up in an intersection that meets up with the previous circle and completes a larger loop. Head west through the one remaining exit to reach the next set of stairs.

Gob Machines may start to emerge as foes. This enemy isn't any more dangerous here than before, so Drain any more items from it that you like, then continue through to the fourth floor.



This level is somewhat similar in layout to the one above, with many small rooms chained together, although not quite in the looping pattern of before. Head west to the first intersection and go south to explore a large room branching off it. Go into a small room beyond, which holds the Dungeon's first Virus Crystal, and a Virus Core I.



Return to the intersection and continue to the west. Go straight through the next intersection to reach a large room branching off, this time with a solid "core" in the center of the room that separates the party from the Dungeon Portal. Once you've triggered the Portal and dealt with whatever comes out. collect the chest from the niche.

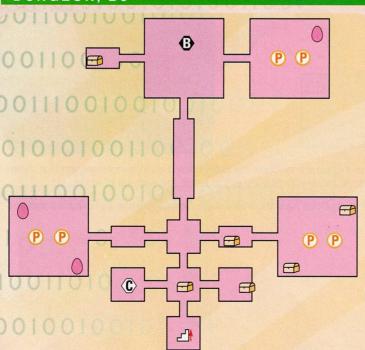


Head back to the previous room and take the north exit passed up a moment before. Follow the chain of rooms to the east, straight through the next small intersection and into the small storeroom. Head back to that last intersection and take the exit north to go through one more large room and to the stairs leading down to the last level.

The new foe to watch out for on this level is the Blue Wyrm, a dragon-type monster that is smaller than the Drygon and its relatives. Like the Drygon and other dragons, this Water foe has a breath attack. If you are quick to fight the enemy with Fire skills (this is where Balmung's new sword and a variety of Wiseman's staves come in handy), you may not need to set anyone to "First Aid" at all.



DUNGEON, B5



On this last level, head both west and east from the first small intersection to visit small storerooms. The first holds the second and last Virus Crystal of the Dungeon, this one with Virus Core H The eastern room holds a lone treasure chest with two breakable skeletons. From the intersection, head north and take the western and eastern exits, this time to reach two of the rooms with double portals and treasure.



Head north from the central room to go discover the familiar warn ing of a special event. Prepare your characters one more time, and head through to face the foe.

WALKTHROUGH

BOSS FIGHT: DARK ASTEROID (DATA BUG)

h hp Infinite/6290 S sp 825

e element None
S skills Lanceor Rf, Mumyn Lei
r reward Virus Core Z

The partial name of the monster here is a bit misleading, as the foe is actually a Dark Asteroid corrupted by the Data Bug. The usual Element of the monster has been erased, leaving you with no elemental weaknesses to exploit.

Set your party to "Skills" and begin using your strongest attacks to demolish the enemy. Switch between Balmung and Wiseman for "First Aid," allow-

ing each to get in strong attacks in turn. Watch out for the monster's ability to put your party members to sleep. If it's the healer that's currently napping, use a Restorative to bring him around.

Like the normal Dark Asteroid, the corrupted version can hit hard and can also drain SP. Keep an eye on everyone's SP and restore it with an Item as needed, or just switch healing tasks to the other character if the main healer gets drained of SP.

With no element to exploit, the fight does last longer than a fight against a normal Dark Asteroid, but it's still not an extremely long time before the enemy reaches Protect Break, allowing you to Drain away its protection and gaining a Virus Core Z in the process. Against a regular Dark Asteroid, use Lightning attack skills to bring it down as quickly as possible.



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From the Den that you stand in you can head either west or east to explore the rest of the Dungeon. East leads to one more large room with two Portals and one more **Golden Egg**, while the western door takes you into the Gott Statue's room. With both sides explored, backtrack or use the Sprite Ocarina once again, and return to the Root Town to figure out your next move.





With four intense areas recently explored, each with its own Boss encounter, this is a great time for a more lighthearted adventure before tackling the rest of the game. This particular area requires a bit of work to unlock. You must get the affection levels of both BlackRose and Terajima Ryoko to 1000.

LOVE AND AFFECTION

It's one thing to say to raise the girls' affection levels, but that may not be completely helpful. For a bit more concrete help, try adding both friends to a party, then inundating each with gifts. The more and better items you give each character, the higher their affection rating soars. Giving them higher-level or rare items that they can actually use is the best, and can raise their liking for Kite rapidly.

Once you have the required affection levels, you receive an email message from each telling you about the same locale:



Sender: BlackRose Subject: I'm off

Looks like there's a cool item at: Ω Raging Facing Mirrors Virgin. Wanna check it out? Lotta things can happen, so don't you wanna get the good items and be prepared?



Sender: Terajima Ryoko Subject: Please Help

00110011001101010010100110010011

I heard that there is a very rare item at: 1) Raging Facing Mirrors Virgin.

I promise not to be a nuisance. Would you mind accompanying me for a second time?

Without a thought for any particular conflicts or just how each girl may react, he assumes that bringing both girls into the area is the best thing to do. Have everyone bring Water items—the Tri-Tips Axe and Divine Gloves are both good for the area. If BlackRose has one of the swords with a Wood skill, equip it. Kite should wield his strongest Thunder weapons.



 Ω :

RAGING, FACING MIRRORS, VIRGIN

RECOMMENDED PARTY: KITE, BLACKROSE, TERAJIMA RYOKO



BATTLE LEVEL: 85 ELEMENT: Fire GRUNTY FOOD: Twilight Onion, Bear Cat Egg, Golden Egg ENVIRONMENT: Grasslands WEATHER: Cloudy

MONSTERS

Death Glare: Fire, Flame Maiden: Fire, Pazuzu: Darkness

Flame Maiden: Fire, Gob Machine: Earth, Neptune Medusa: Earth ITEMS

Artisan's Soul,
Avenger, The Fool,
Hellstorm, Inferno
Strike, The Lovers,
Lumberjack, The
Moon, Sacred Spear
Gott Statue Items
Hades Gloves, Golem
Parts (X 2)

AREA:

Alert Greaves, Commandments, Divine Gloves, Guard Solleret, Kiki & Lala Rayen Crest

MONSTERS:

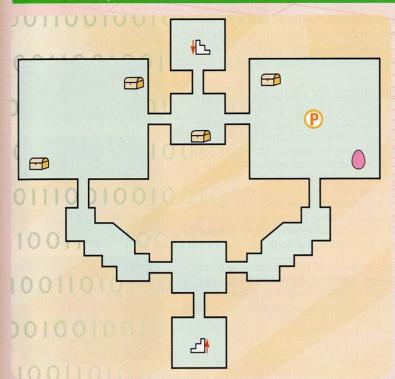
Kiki & Lala, Raven Crest, Rivergod Spear, Sublime Stole, Suigetsu, Virus Core J, Virus Core K, Virus Core I



Neither girl seems completely happy with the situation, which comes as a surprise to Kite. It's a bit late for second thoughts, so head to the nearest Portal and begin to fight, or descend to the Dungeon if you don't need the extra Field cleared for your Books and Ryu and don't care about the items.

Despite the high Battle Level in the area's information, this locale is more a place to relax and collect a few last items before the endgame. The monsters on the Field are all familiar—the Flame Maiden, Death Glare, and Pazuzu. Set everyone to "Skills," or to "Attack" for the fight against the Death Glare, heal with Kite, and tear through as many of the Portals as you wish before tackling the short Dungeon.





While the party fought without complaint throughout the Field, once inside the Dungeon the problems begin. Just after the entrance is a fork in the path, and BlackRose and Terajima Ryoko each have their own idea about which is the better way to go.



In the end it doesn't really matter which path you choose to take first since the level itself is a loop. Either direction leads through a slanted hallway, then into a large room with a Dungeon Portal and treasures. The west room holds two treasure chests, while the east contains a chest and a **Bear Cat**

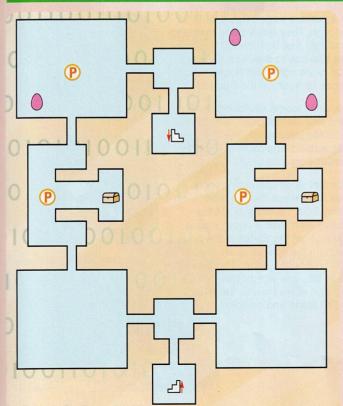


Egg. The two rooms each have an exit leading in toward the center, where one small room holding a chest connects the two sides. North from this room is the staircase leading down.

The monsters on this level are the Flame Maiden from the Field and the Gob Machine. Neither of these enemies is deadly, allowing you to continue through without much of a care in the world, save the tensions within the party.



DUNGEON, B2



On the second floor, the girls cannot agree as to the best way to go. This time they're a bit more obviously annoyed, but the end result is the same. The choice of direction doesn't really affect anything, as the level is another loop and the choice doesn't have an impact on the girls' affection levels.



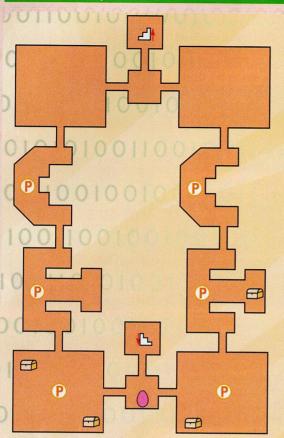
This time, two large empty rooms stand to the east and west. North of each room is an oddly-shaped hall with Dungeon Portal and a treasure

chest on a pedestal in an alcove. North of that is another large room and Dungeon Portal, with the eastern version holding a **Bear Cat Egg**, and the west, a **Golden Egg**. In the center of these two rooms lies another of the small connecting rooms. The stairs lie to the north.



The monsters here are the same as on the previous floor with the addition of the Neptune Medusa. Watch out for the monster's charm, but other than that the fights should go smoothly, especially with a Wood skill equipped on BlackRose.





The same general scenario as before replays itself here on the third level, with even Kite realizing by this point that something is wrong within the party. The time is ticking down toward a showdown.

The floor stretches out in its loop to the south. To the east and west are more empty large rooms, with arched halls and a Dungeon Portal to the south. South from this is another of the strangely-shaped alcove rooms, again with a Portal. This time only the eastern room holds a treasure chest on its pedestal. South of each room is another large room with a Dungeon Portal. The western room makes up for the earlier lack with a second treasure chest. The small central room between these two large rooms holds a Bear Cat Egg, with the stairs to the north.

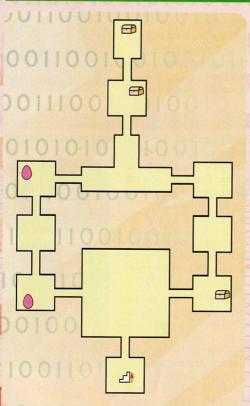
The fights on this level are the same as before, and this floor holds the last of the Dungeon Portals, making this a great area to completely clear without really breaking your stride or facing a great deal of risk.







DUNGEON, B4



Down one more level the argument begins again, but this time the girls have had enough. They finally bring things to a confrontation. It comes to light that both invited the Twin Blade separately, and now Kite has to deal with the aftermath. BlackRose heads off to the right, with Ryoko heading left. Poor Kite is left alone to finish off the Dungeon.

The floor consists of three small rooms stretching north in a row to each side, with the first normal chest being in the room directly east of this first intersection. In the first western room is a **Golden Egg** instead. The room to the northwest corner holds a **Bear Cat Egg**.

This time instead of the normal small connecting room, there is a T-shaped hallway in between the two sides, with a branch running north away from the circle of rooms. Beyond the hallway is a small room with a chest, and to the north lies the Gott Statue. Loot the Statue alone and gain the usual three items from the special chest, then receive more special items beyond the norm: The Sun Fang, Movie 97, and Movie 98. Now with nothing left to do in the Dungeon and no sign of his friends, the poor Twin Blade returns to Lia Fail alone and dejected.







PRECIOUS GEMS

with all of the Virus Cores from the four "special" areas collected, it's time to head to the area revealed by Tartarga. At this point, it would be rude not to help out Moonstone. Head to Σ Server and invite him along to take care of whatever he needs. For a third, bring along Marlo, who s strong in attacks and defense while still having a few spells and attack skills.

To start out, equip Moonstone's Moon Knife, a weapon collected in an earlier volume. Otherwise, equip him with another weapon with Darkness abilities. Marlo should wield the Shichiyou, with its Darkness ability, and The should wield his strongest Darkness weapon, although he may wish to switch to something with a Wood attack from time to time. If Marlo doesn't have the Shichiyou, bring along something with a Water attack.



WEATHER:

BREEZING, SAGE'S, WALKWAY

RECOMMENDED PARTY: KITE, MOONSTONE, MARLO

Stormy







AREA VITALS 85 BATTLE LEVEL: Thunder ELEMENT: GRUNTY FOOD: Mushroom, Invisible Egg, Golden Egg ENVIRONMENT: Grasslands

MONSTERS

FIELD:

Drygon: Thunder, Lich Lord: Thunder, Neptune Medusa: Farth

DUNGEON:

Starfish: Water, Deadly Glare: Fire, Drygon: Thunder, Lich Lord: Thunder, Neptune Medusa: Earth

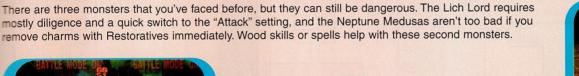
MONSTERS:

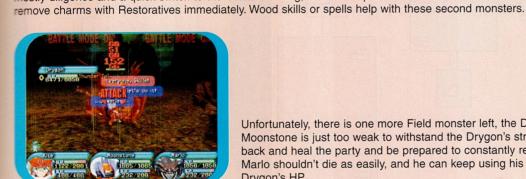
Agua Hands, The Fool, Frost Solleret, The Hanged Man, Ice Leg Mail, Ion Strike, The Lovers, The Moon. Virus Core K. Virus Core L Plasma Gale, Raging Plasma. Sea Greaves Gott Statue Items Marine Spear, Scarlet

AREA:

Plate (X 2)

Alert Greaves, Dharma Wand, Guardian Blade, Guard Solleret, Kiki & Lala, Killer Hauberk, Night Ape Hood, Raven Crest, Shichiyou,

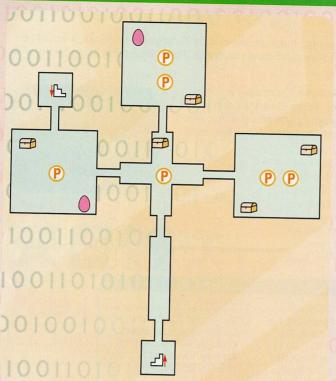




Unfortunately, there is one more Field monster left, the Drygon. The main problem here is that Moonstone is just too weak to withstand the Drygon's strong breath attacks. Kite should hold back and heal the party and be prepared to constantly resurrect Moonstone during the fight. Marlo shouldn't die as easily, and he can keep using his own Darkness attacks to take down the Drygon's HP.



Because of the danger of the Drygon, this is a good Field to skip most of the Portals and head straight for the Dungeon, after a quick trip to the Spring of Myst. This Spring is on a lower server, so the spirit is a Grandpa Lv 4, which can't handle any of the better equipment, but it can still provide a Golden and Silver Axe.

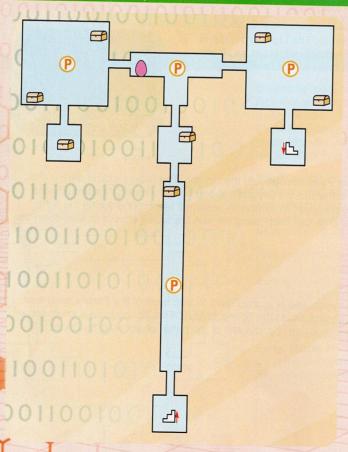


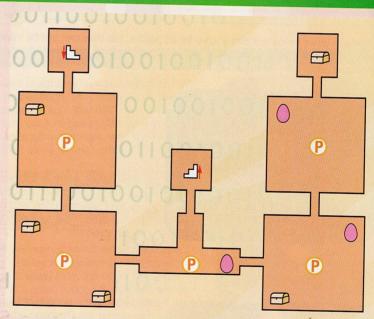
The foes within this level are the same as on the Field. From the cross-roads that you first enter, head east, then north to explore two Double-Portal rooms with a few treasures found there. At this level, you should be able to handle the extra enemies without the entire party dying at once. Watch everyone's status carefully. If you are unlucky enough to trigger two Drygons at once, keep Kite back out of the way and use Resurrects to revive instead of Rip Maen if it looks like both party members are going to fall at the same time.



Once those two large rooms are explored, return to the intersection and move west into another large room, this time with only one Portal to guard its treasures. Continue north out of the room and head down to the second floor.

DUNGEON, B2, B3





Before heading into the areas with Portals, equip Marlo with a weapon that has a Water attack ability. This floor reintroduces the Deadly Glare, and the best way to fight it is to set your party to "Attack" (Moonstone should use "First Aid") and allow Marlo to use Water skills on it.

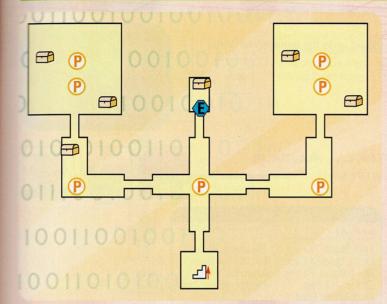


Head north to the intersection and go west to explore a large room and the storeroom to its south. Return to the crossing and go east, with the southern exit this time leading to the stairs to head further into the Dungeon.

Down on B3, take the eastern exit from the intersection to explore two large rooms one after the other, then a storeroom at the end of the chain. Back at the intersection, the western exit takes you through the same layout as on the other side, with the stairs to B4 taking the place of the storeroom.



DUNGEON, B4



From the stairs, head north into a small crossroads and take both the eastern and western exits to explore a hallway and large room to each side. These two rooms hold two Dungeon Portals each, so they're risky. Things are actually made a bit easier with the reappearance of the Dark Starfish in



this Dungeon level. The monster's spells can begin to wear down your party over a short time and you must watch out for its paralyze ability, but overall it's not a big threat on its own, and doesn't make things much worse when fighting multiple creatures.

With both sides of the level explored, head north to loot the Gott Statue. With the Marine Spear now in hand, Moonstone speaks





up again, asking for the item that he cannot even personally use. The mystery is explained in a cut scene, and Moonstone gains a new Member Address, although this doesn't do Kite any good. In appreciation Moonstone gives Kite the rare **Prepare to Die**, a high-level Twin Blade weapon with strong Fire attacks.



INTO THE DEPTHS

It's time to explore the one remaining area left on the Word Lists: Δ Server, where Harald may or may not be lurking.

One of party member has been chosen, and for the third member Wiseman is a good choice. Equip BlackRose with The Sun Fang, while Wiseman should have a Wood spell and a Thunder spell. If he doesn't have the proper item, pick up some Greaves of Awe within the upcoming area, which have a strong Wood spell. A Water spell for Kite, Wiseman, or both also comes in handy, although it's not required. You also should have a Darkness weapon for Kite or wait to Drain one in the upcoming area. Bring along a weapon with a Thunder spell, for battles against the monsters later in the Dungeon.

Stock up on healing items, since the Dungeon is long and contains tough fights. Items with Rig Gaem and Rig Seam are useful in all areas, but more so here than ever before. Save after your preparations, just before heading into the area.

Once you're ready, unlock the Gate using the five special Virus Cores picked up in the game so far: Virus Cores W, X, Y, and two Virus Cores Z.





Δ :

REINCARNATED, PURGATORIAL, ALTAR

RECOMMENDED PARTY: KITE, BLACKROSE, WISEMAN







BATTLE LEVEL: 90 ELEMENT: Fire GRUNTY FOOD: Twilight Onion, Bear Cat Egg, Golden Egg ENVIRONMENT: Scorching WEATHER: Cloudy

MONSTERS FIELD: Dalaigon (Data Bug), Earthman Drill (Data Bug) DUNGEON: Dalaigon (Data Bug), Conqueror (Data Bug), Dark Lord: Darkness, Dark Starfish (Data Bug) Drill

Dalaigon (Data Bug), Conqueror (Data Bug), Dark Lord: Darkness, Dark Starfish (Data Bug), Drill Idol (Data Bug): Thunder, Earthman Drill (Data Bug): Earth, Flame Maiden: Fire, Pandora's Box

AQUA Guard, The Death, Defense Sword, Fire Tempest, Fishing Gloves, The Fool, Frost Anklet, Frost Bracer, Fuse Blades, Hands of Water, The Hanged Man. Ice

Each individual combat itself isn't bad. Between Wiseman's healing power, and the right tactics, you can destroy the foes without much danger. However, the entire area is packed with Data Bug monsters, which means you MUST use Data Drain to kill each foe. Unless you are careful, Kite's Infection Level builds up quickly and stays high throughout the Dungeon.

Helm, Ice Hunter Cap.

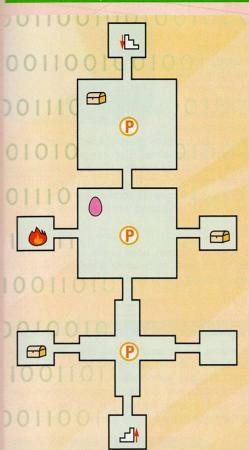
There are a few things that you can do to minimize this risk. First, get out of the Field as soon as possible. There are good items to be had from the Data Bug monsters, but these foes are in the Dungeon as well. If you really want some of the items that they have, do a partial run through the Dungeon to get items, exit the area and come back later. For the complete Dungeon trip, minimize the amount of Drains that you must perform. Second, avoid areas of the Dungeon that you don't need to explore. Even if you normally trigger every Dungeon Portal, this is not an area where you want to do that. You can leave the beaten path to pick up items in storerooms and other places without Dungeon Portals, but avoid areas with extra combat that you don't need to face. Finally, don't Data Drain the "normal" enemies, at least not during the attempt to complete the Dungeon.

The Dalaigon, when corrupted, has no Element, so just wear it down with your strongest attacks. It is one of the dragon types, with a breath attack, but it doesn't hit as hard as some of its relatives. Set your party to "Skills" and let everyone attack for a few moments, but when party members start taking damage, set Wiseman to "First Aid." Once the creature reaches Protect Break, use Data Drain and strip away its protection. Now just wear down the Dalaigon underneath, preferably with Water spells.

In its corrupted form, Earthman Drill is immune to Magic. Set your party to "Attack," and put Wiseman on "First Aid" for the time being. Even in this form, the foe is weak against Wood, so attack with Orchid Dance. Between this and the Wood ability on BlackRose's Sun Fang, even a solid monster reaches Protect Break quickly. Drain it, and immediately switch your party to "Magic," as the uncorrupted form of the monster is immune to Physical. Heal with Kite or BlackRose if needed, but otherwise just hit the foe with spells.







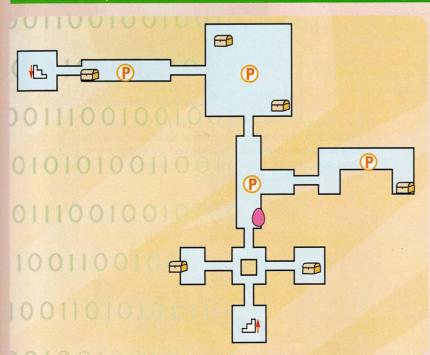
ADDITIONAL

On the first floor of the Dungeon, you start running into the fights that you can't avoid, so monitor your Infection Level. Avoid the fights that you don't need to face, and consider skipping some storerooms. This is a long Dungeon and you may wish to just keep moving, and the items in the chests are for the most part low-level items that just clutter your inventory. There are a few gems, and the recovery items within the breakable items can always come in handy. It's best to check the storerooms only where you don't need to face a fight to reach them.

For this first level, the foes are the same as on the Field. After the first Portal head west to the storeroom, then move north to the next Portal and intersection. East is another storeroom, then west you find a Symbol to trigger and make your characters stronger for the next few battles. Return to the center room and continue north until your each the stairs, taking them down to the next level.

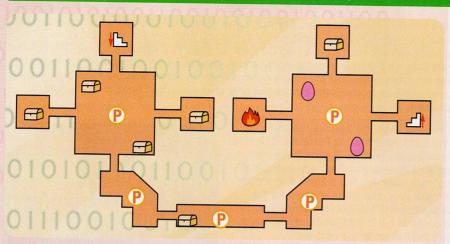


DUNGEON, B2



Two small rooms flank the first intersection. The east is a normal storeroom, while the west holds a treasure chest. Continue north to reach the first Dungeon Portal of the floor, where a door exits to the east. Ignore the door, which leads to a room with a chest, but requires triggering a Portal to reach it. Head north, then west, and take the stairs down to level B3. Along the way you may start to run into Flame Maidens, which is good for two reasons. First, the fights are easier than many you face in this Dungeon. Second, because they are normal monsters they help you to lower Kite's Infection Level.





As soon as you leave the entrance to B3 you must open another Portal. The Pandora's Box is new enemy, and trickier than the Flame Maidens that may show up along

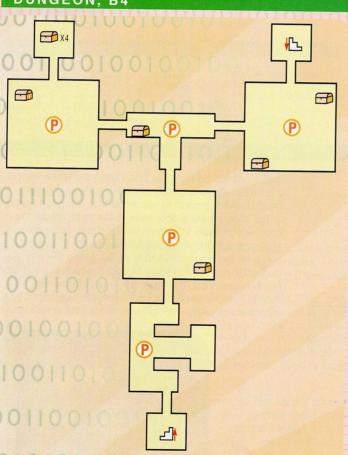


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with them. This treasure chest-shaped monster is immune to Physical attack. Set your party to "Magic" and have Kite heal as needed. Watch out for the confusion that the Pandora's Box inflict on party members. Use a Restorative as soon as somebody is confused. If Kite is afflicted, set BlackRose to "First Aid."

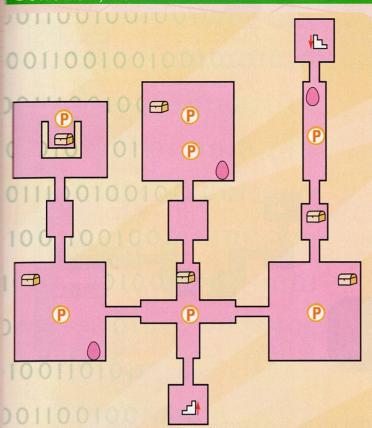
After the first Portal, move north to a storeroom, then west to trigger another Symbol. From the initial large room, head south, west, and north along a small arc with three separate Portals to reach the next large room. This is the last Portal for the level, storerooms remain to the east and west of this last large room, but without any Portals to trigger. Just to the north is the stairway, leading you to level four.

DUNGEON, B4



This level brings a new enemy, but it's another Data Bug. The corrupted Drill Idol is a Thunder-based monster with strong attacks. Wield the Sin of Hades or strongest Darkness weapon. Set your party to "Skills" and set Wiseman to "First Aid" to take care of any damage done. Use your strongest Darkness attack against the foe. The Evil Twin attack can bring the Data Bug nearly to Protect Break after just one round of attacks.

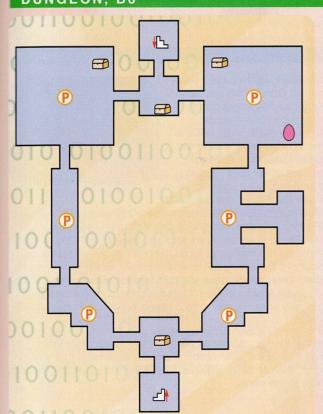
For a few rooms there is only one path to take, with a few Portals to trigger along the way. To the north is an intersection. There are treasures to be had to the west, but also a fight that you should avoid. Head east instead, where you must trigger one more Portal before heading north and down the stairs.



At the first intersection there are three paths, but each leads to more fights, so just take the eastern door which leads along a path strewn with two more Portals on the way to the next set of



DUNGEON, B6



Two paths reach around to east and west, meeting again at the north to form a circle. Each side leads through the same number of Portals and holds one treasure chest, so take either one. When you reach the meeting point of the two paths head north, and down the stairs.

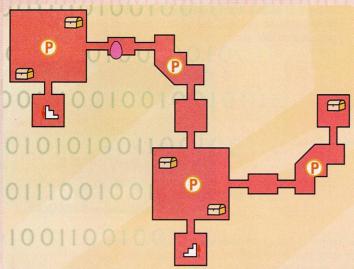
The corrupted Dark Starfish starts to appear here. The main thing to watch out for is its paralyzing spells. Its other water spells can be dangerous if they build up their damage, but a Phal Repth now and then can get rid of that problem.



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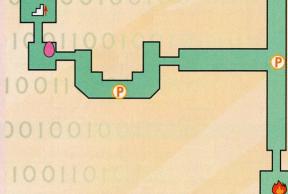
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DUNGEON, B7, B8



Head directly north through the intersection entered at the beginning of the level, after which there is only one path winding around to the stairs leading downward. The eighth floor is fairly simple in layout. Follow the path eastward until you reach the intersection, move south to trigger the Symbol in a storeroom there, then head north until you reach the stairs leading down.







The eighth floor introduces a new enemy, the Dark Lord. This foe is a Darkness version of the various Lich monsters, meaning that it can only be hit by Physical attacks. Set your party to "Attack" and set Wiseman to "First Aid." The good news is that the foe is not a Data Bug, so you may have the chance to work your Infection Level back down.

DUNGEON, B9

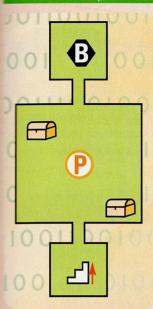


During this level, start watching the Portals carefully. Corrupted Conquerors appear in groups, hit hard physically, cast powerful Darkness spells, and in their "normal" forms they can revive each other. As Data Bugs, they have no elemental affinity, and nothing to exploit. As soon as you see these enemies appear, set your party to "Skills" and Wiseman to "First Aid." Attack the same monster that BlackRose does and



watch everyone's status. Use a Restoration Potion or Healing Elixir when someone's HP drops low, and if someone dies before you can heal them, use a Resurrect. These enemies hit so hard and so quickly that Wiseman probably can't handle the healing all alone. If he is the one who dies, use an Artisan's Soul or other strong SP restorer as soon as the red leaves his character portrait. Once you manage to Drain these foes things look a little brighter. Use Thunder attacks to finish off the normal form. There is one other bright spot; the enemies may drop a strong Wavemaster staff called the Banyuinryoku.

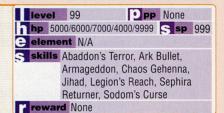
To get through this level as quickly as possible, head north from the entrance and go east at the intersection. From the large room that you reach head north, then at the next T-shaped intersection go west. This path takes you quickly to the stairs.



On this final level, there is only one Dungeon Portal left to face. Once you clear it and collect the treasures, head north to the purple flame flickering. Cast available Strengthening spells, heal everyone, and equip the strongest weapons available.



BOSS FIGHT: CUBIA

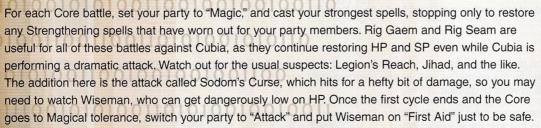


This Cubia fight takes place in a confined space, but rather than the disc of the former fights, this time you're battling on a narrow walkway made up of some of Cubia's "tendrils." The first few fights are against the Cubia Cores, but they don't automatically appear one after another. You yourself must trigger each fight.



The Cubia Core battles begin when you touch the strange pink glyphs glowing on the walkway. As soon as you do so it vanishes, and the first Core appears.

Other than the method of their triggering, the Core battles are the same as before. The Cores cycle between Physical and Magical tolerance, each cycle ending as the Core reaches a certain HP threshold, and with Cubia making an attack between each. The Gomoras appear with the Core to heal it, attack your party, or otherwise fulfill their functions. The difference here is that with Wiseman's help, the Magic portions of the battle aren't as long, and it isn't as hard to stay ahead of the Repth Gomora.







BOSS FIGHT: CUBIA (CONTINUED)

The first Core has 5000 HP overall, while the second has 6000 and the third a total of 7000 HP. Each "cycle" occurs after around every 1500 HP lost. There is no attack from Cubia as you defeat each Core, but the combat stops for a moment to give you the chance to heal and restore Strengthening spells. When you are ready, trigger the next Glyph to begin the next fight.





The normal pattern continues until you defeat the third Cubia Core. At this point, nothing stands between you and the monster itself. As Aura said, it does not seem to be ready to run for once, so stop refresh your spells before continuing. Step up a bit further on the walkway to the glowing blue "wall" to gain a quick glimpse of your next target, a glowing "heart" at the center of Cubia.

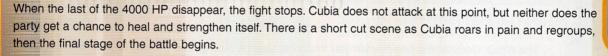
For this stage, Cubia has 4000 HP that you must take down. Like the fights against the Cubia Cores, this battle goes in segments, with Cubia stopping to perform an attack between each. Unlike the Core fights, Cubia does not have any tolerances, and you can set your party to "Skills" to use your best attacks at all times. The Gomoras are summoned again to perform their various tasks, but this time no Repth Gomora make an appearance.

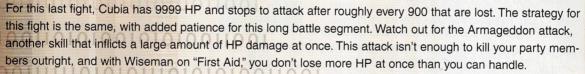


Because of the lack of the Repth Gomora or Tolerances on Cubia's part, the combat cycles go by quickly. Cubia only has 4000 HP total in this phase, and goes into an attack after every 800 HP lost. It's best to set Wiseman to "First Aid" for each part of the fight. You don't really need his help to take Cubia down. If you're not cautious, you can find yourself concentrating too much on attacking, and having your party severely damaged or even wiped out from taking too many of Cubia's special attacks in a row without healing. Remember to reset everyone's instructions each time the combat stops and Cubia performs an attack.

Between each cycle of attacks, Cubia performs the usual attacks and adds another to the mix. Abaddon's Terror doesn't actually damage your characters, instead it adds one or more status inflictions at random to each party member. The problem occurs if everyone gets a status such as paralyze, sleep, or confusion at the same time.

Watch carefully at the end of each Abaddon's Terror to see who gets which status effects, If Wiseman is incapacitated, have Kite cure his status ailments, or set BlackRose to "First Aid" temporarily to take care of everyone. If the entire party is incapacitated for a while, watch carefully for any of the three to come around long enough to set them to "First Aid," or, in Kite's case, to start healing manually.







As Cubia's HP drop to zero this one last time it seems that your party must be victorious. But the powerful enemy has one more trick, a skill called Sephira Returner. This restores all of its lost HP, from zero right back up to 9999, wiping out all of the damage you've managed to do thus far. With such a skill at hand it seems like you cannot win against Cubia.



Kite remembers Aura's words, and realizes how he can put them to use. If Cubia and the Bracelet are connected, then destroying the bracelet should destroy the enemy as well. In any case the party soon finds itself back on the normal Field of the area, and a bit lost as to what to do next.



After the cutscenes, save at the Recorder. Take care of any other business that you have remaining in this and other towns. When you are ready log out or head to another town and come back to talk to BlackRose beside the Chaos Gate. Answering "yes" to her query immediately moves you to the meeting, and what follows. Be prepared because this is it. There is no turning back after starting the meeting.



PRIENDS AND POES

Speaking to BlackRose prompts you to select a party. While this may seem to be jumping the gun a bit, it's because you won't have a chance between now and the final battle to form a party. In other words, be prepared for the worst before you head into the meeting.

When it comes time to actually choose the characters for the final showdown you don't have a choice about your second character. For the third, Balmung is a possibility, but Wiseman works better. Because of strong area attacks, it's best to use a Wavemaster to cast spells from a fixed location, keeping your magic-user and fighter separate.



THE FINAL BATTLE

RECOMMENDED PARTY: KITE, BLACKROSE, WISEMAN





BOSS FIGHT:

FIRST FORM

This battle is a series of three separate fights. After defeating each form, a new one appears, giving you basically three tough Boss fights in a row. In addition, there are different stages to some of these battles, meaning that your strategy is constantly shifting as you fight.

level 99 PP None

hp 10,000/25,000/27,000

element N/A

skills First Form

PhaJuk Zot, Seed Launcher

Second Form

Cruel Exploitation, Fierce Flash,

Malicious Quickening, PhaJuk

Rom, Suvi Lei

Third Form

Call Seekers, Data Drain, Grand

Complication, Vivid Purification

In this fight, Kite once plays the role of Healer while BlackRose should attack physically and Wiseman should use powerful magic. Set the party to "Skills" as soon as the fight begins, cast any Strengthening skills that you can, then cast offensive spells between healing and reviving party members. As in many of the fights in this volume of the series, resign yourself to the fact that characters are going to die often in this fight. Your job is to keep this from happening more than necessary. Revive and restore SP as quickly as possible, and keep everyone from dying at once.



Corbenik's first form is one shaped like a giant peanut floating around the battlefield. One thing that it does early, and continues to do throughout the battle, is to launch a group of Corbenik Seeds that lie on the ground for five seconds before exploding in a damaging ball of fire. These seeds are immune to the wide-area magic spells that might otherwise take large numbers of them out in one go, and there are too many to destroy with physical attacks in the short time given. When you see them launch, guide kits away from where the





see them launch, guide Kite away from where they land. Keep anyone near the Seeds healed to the maximum before they explode. Your party members shouldn't die unless they are close beside multiple Seeds.

Aside from launching its Seeds, this first form of Corbenik has other attacks. The strangely shaped foe can slam its body into the ground, sending out a shockwave of damaging energy in all directions. In this case, Corbenik uses three "bounces" in a general area, and if all three attacks connect with one party member, that character is likely to fall. When you see the enemy begin to perform this attack, keep Kite away from the danger zone and be ready to heal or revive.

BOSS FIGHT: CORBENIK (CONTINUED)

PhaJuk Zot is another of the more common attacks. This powerful Wood spell covers a moderate area of ground and most likely kills its target. If any other characters are within the range of the spell, they take damage as well, possibly ending up on the brink of death. This is one of the reasons to use Wiseman instead of Balmung. If Wiseman is hanging back and casting spells, he's not likely to be close to BlackRose.



SECOND FORM

Once you've managed to take away the first 10,000 HP, the monster morphs into its second form. Now in the shape of a pair of overlapping leaves, Corbenik has a whole new range of skills. Use the "Skills" setting while Kite heals and revives, but be ready to react to a new set of dangers.





Corbenik can use abilities against the entire party at once. With just one invocation of the Suvi Lei spell, all three of your characters may be paralyzed at once. Fortunately, with the length of time that most of Corbenik's skills eat up, the enemy shouldn't get in too many attacks in the time the party is paralyzed and the time the spell fades. Watch for the paralysis to fade, then move quickly to restore everyone to health.



This second form of Corbenik also slams into the ground, but it is only one attack, and not the three "bounces" of the first form. If you don't heal your characters after the attack takes place, the extra damage could be enough to push them over the edge into death if a skill or spell is used as a follow-up.



One of Corbenik's more damaging attacks is Malicious Quickening. Here a circle of leaves surrounds one character, then all fly in to do repeated amounts of damage. The total damage for this attack tends to be just over 1000 HP, which means that a fully healed character probably isn't going to die, but you still need to move quickly to heal him or her.





Another of these special skills is Cruel Exploitation, and this one is worse. This attack focuses on one character and tends to do more damage, sometimes nearly 2000 HP worth in just one attack. In addition, this is a Life Drain attack, which heals Corbenik at the same time. The bad news doesn't end there. This ability drains SP along with HP, meaning a quick use of an Artisan's or Emperor's Soul is in order, to restore SP to functional levels.

Watch for this general pattern: Suvi Lei, to Malicious Quickening, to Cruel Exploitation, to PhaJuk Zot, and back again. Between these heftier attacks, Corbenik continues to strike with normal blows. Don't get too tied to this pattern however. It's not always a strict cycle of attacks, and Corbenik may vary from it at times, so just use it as a general guideline.

After Corbenik has lost about half of this form's HP, he starts to use a skill called Fierce Flash. This spell looks like an impressive area-effect ability that damages your party, but it is another single-target skill. It performs one great chunk of damage.



As Corbenik's leaf form nears death, it makes one last-ditch effort to protect itself. It calls forth an impervious shield, which blocks any sort of damage. This looks bad, but just keep healing your allies while they attack, and soon a cut scene begins. Continue to

heal, Strengthen, and revive, and after three or four more of the monster's attacks another cut scene should trigger. Now with many friends supporting the team, your characters manage to shatter the protective shell, triggering the monster's change to the third and final form.





BOSS FIGHT: CORBENIK (CONTINUED)

THIRD FORM

Just as the first form could create new "monsters" in the form of Seeds, this third, eye-shaped form pauses every so often to call out three spherical monsters called Seekers. If you are facing Corbenik, from left to right as they are first summoned, the enemies are: Hell Seeker, Varias Seeker, and Repth Seeker.

The Varias and Repth Seekers use status affecting and healing spells, while the Hell Seekers damage your party. The damage done by the Hell Seeker can be absolutely devastating. Attack that Seeker with normal attacks or a short-lasting attack skill as soon as the spheres appear, continuing the attack until the Seeker is dead. Quickly attack the Repth Seeker next, to prevent it from healing anything, and finish up with the Varias Seeker. Until all three Seekers are dead, hold off on attacks on Corbenik. Use magical skills if you must, as this damages the Hell and Varias Seekers, but the Repth Seeker is Magic resistant and must be destroyed hand-to-hand.



When you're not focused on destroying Seekers, use the same general strategy from the first two fights, except for approaching Corbenik and having Kite attack with physical strikes. There are some area attacks performed by the monster, but these tend to reach all corners of the battlefield anyhow. In general, the enemy is fairly slow and pauses for a while between attacks, so it's good to move in to gain the extra strikes.



Watch out for "bombs" of energy that the floating eye launches. These quickly explode to send out shockwaves toward the party. This is now Corbenik's "normal attack," but it's not extremely damaging. It does call for a quick Phal Repth, just to keep any other more damaging skills from finishing off your party while their HP are slightly down.

This time around, the monster uses a skill called Grand Complication. A sea of eyes surrounds the party and emits beams of energy. These beams strike all over the battlefield, damaging the entire group for around 600-1000 HP. If your characters are healed, this shouldn't be fatal.



A second Field-wide effect is Vivid Purification. Here the giant eye floats high into the sky and shoots a single beam of light, which impacts on the ground and bursts forth into an explosion of around 1000-1400 damage for each party member.

You may have noticed that the Data Drain skill was absent from this fight, but with the Corbenik's third form that changes. Corbenik begins to use Data Drain to remove half of a character's HP and inflict many status abnormalities. Handle this as you would in any other fight (with a Restorative and an Antidote), then heal the stricken character. If Kite is the one afflicted, set the rest of your party to "First Aid" temporarily, just until Kite is back to normal.



Once Corbenik loses half of its HP, another complication arises. A new cut scene begins, this time showing the server's loss of stability. After this brief pause, the battle continues.



Often such a pause would signal a change in tactics on the foe's part, but this time things continue as before the break. Continue fighting the enemy just as you did for the first half,



and take its HP down the rest of the way.

Of course against such a powerful foe nothing can be quite this simple—just when the monster seems to be done for, it turns out to have one more trick up its sleeve, one which could devastate the party and turn the tide of events once more. But through all of the party's struggles and with all of the friendships forged, could this truly be the end?



The game doesn't truly end here, even though this is the last volume in the series. Don't turn the console off when you reach the final credits. Watch through them, including the cut scene taking place in the middle. Once all of the credits have finished rolling, you gain more items for your Desktop, then you should save your game to the Memory Card to gain the Save Flag that shows you've completed the game. Now when next you log in you receive new emails from various friends, including some leading to yet more areas to explore. See *Side Quests* and *Secrets* for more details on what comes after the game completion.



Some Side Quests are new to this volume, while others continue from earlier games. New or old, this section provides a few pointers on how to play a complete game.

GOBLIN TAG

Stretching all the way back to volume one are the Goblin Tag challenges. Here five different goblins per game challenge Kite to defeat them. In return they reward the Twin Blade with unique Goblin armor, with all pieces uniting together to allow a powerful summons. The first challenge is found on the Board, even if you are a new player starting with this volume. As you defeat each goblin, the next in turn posts its challenge, although you must reach a certain point in each game before some of the challenges can be posted.

ROUNDS ONE THROUGH FIVE

The first five rounds of Goblin Tag are more straightforward than later rounds. In all rounds, use a Speed Charm to match the speed of the goblins, then just whittle the opponents down with physical attacks. With Albert especially, it may be a good idea to get a Wood-based attack skill and use it against him, while the more complex skills are almost required in order to keep on top of Martina's HP regeneration. The rewards for these rounds of Goblin Tag are the normal **Goblin Set** (Cap, Gloves, Mail, and Boots) and the **Imp's Pin**.

ROUNDS SIX THROUGH TEN

The Speed Charm is still useful in most cases, but starting with the sixth round, the goblins no longer freeze up when hit with complex attack skills. Most of the enemies can be taken down with Wood spells or scrolls. For Martina R, remove her Magic Tolerance using Beast's Bane or Dek Vorma. Put her to sleep using The Moon or a spell such as Mumyn Lei. This doesn't last for long, but it buys you just enough time to use strong spells against her. The rewards for these next five rounds of Goblin Tag are **Goblin A Set** and **Imp's Praises** Key Item.

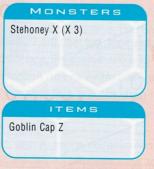
ROUNDS ELEVEN THROUGH FIFTEEN

Beginning with round eleven, Kite must defeat three "cloned" goblins instead of only one. They are all faster than before, with the strengths of the previous five rounds. Use Speed Charms to match the goblins' speed, then angle when they begin to turn to cut them off and get in a few strikes. Warrior's Blood potions to increase Kite's attack power can help make the fights slower. In addition, Stehoney (round eleven) and Albert (round fourteen) are vulnerable to methods of being put to sleep. For Martina's fight, bring some method of putting her to sleep along with Dek Vorma or a Beast's Bane scroll to remove her Magical Tolerance, then cast strong spells on her. Defeat all five goblins to earn the Goblin S Set.

ROUND SIXTEEN: STEHONEY X

Σ : DETESTABLE, ELUSIVE, SUNNY DEMON

AREA VIT	ALS
BATTLE LEVEL:	68
ELEMENT:	Darkness
GRUNTY FOOD:	La Pumpkin
ENVIRONMENT:	Leaf Mold
WEATHER:	Cloudy





If you've finished all of the previous Goblin Tags by the time you start .hack//QUARANTINE, the next installment becomes available after the second main Dungeon of the storyline. The fight against the Stehoney variant of the game is a fairly easy lead-in to the sidequests, but with each game there is a change to the

Goblin Tag versions available, and this game is no different. Now, you are encouraged to bring friends along rather than to come alone.

For this fight your main weapon is fast-acting, high-level spell. This is a good time to bring along the newly integrated Elk, although the party composition this time around isn't all that important. The foes go down quickly, regardless.

As in the last game, the goblin is actually three cloned versions of the same goblin, all of them fast on their feet. Unlike most monsters in the normal Fields and Dungeons, they are still not frozen by spells or attacks, meaning that you have to damage them on the fly.



In this particular case, the goblins are easily damaged by higher-level spells, such as those from the War God Guard. Set your party to "Magic" as soon as the goblins introduce themselves and take off, concentrate Kite's attention on one at a time and cast spells. Concentrate on using the more powerful but quicker-acting spells, or those that cover a large area, since a weaker spell that depends on freezing the enemy to deliver a large number of "strikes" just won't do much damage to these free-moving foes.

Secretary Secretary Control of the C

After their defeat, the dejected Stehoney trio gives up **Goblin Cap Z**. As always, hold onto this prize to use later as part of the set. For now gather as many La Pumpkins from the Field as your heart desires, then head back to town.

Ω: DETESTABLE, ELUSIVE, MESSENGER

AREA VITALS	
ATTLE LEVEL: 68	J
LEMENT: Earth	
RUNTY FOOD: Root Vegetable	
NVIRONMENT: Grassland	G
EATHER: Night	u



Once Stehoney X has been laid to rest, checking the Board again brings the following message:

 \nearrow

Author: Jonue X

Message: Nothing to Say

Thread: New Let's Play Tag

001100110011010100101010011001001

Don't say anything and come to Ω Detestable Elusive Messenger gob! This is the last fight gob...so bring your friends, gob.



As always, reading the message adds the Keyword to your Word List and allows you to take on this second of the game's Goblin Tag challenges.

The fight against Jonue X is much the same as that against Stehoney X, except the goblin is slightly quicker and more resistant to magic. Bring along the same general party makeup, and this time make certain you have a few Artisan's Souls or other handy SP-restoration items. Rig Gaem also comes in handy here.

Use strong-but-quick spells like OrGan Don to damage enemies. Keep setting your party's Al to "Magic" if the fight ends due to the goblins running too far away, and whittle each goblin down bit by bit. Watch your allies' SP, and restore them when they go down too far so that you can keep up the stream of damage.





Once the final goblin falls, this group too seems a bit lost and confused, but coughs up **Goblin Mail Z**. The Grunty Food on the Field this time is the Root Vegetable, worth a quick look around to grab some before returning to town.

ROUND EIGHTEEN: ZYAN X

2: DETESTABLE, ELUSIVE, SCENT



MONSTERS
Zyan X (X 3)
the feet of the activities of
ITEMS
Goblin Gloves Z

As long as you've defeated the first two challenges of the game, round eighteen of the goblin tab opens up after defeating the monster Tarvos. There are a large number of keywords that open up at this point, but this is one of the easiest of the new areas, so take up the gauntlet as soon as you can.

Create a party of fast fighters. Moonblade and Natsume are both good for the job. Bring along a spell or two, a handful of Speed Charms, and a few Artisan's Souls just in case, and you're ready to go. Zyan quickly throws out his challenge and all three of the "clones" take off running, now you just need to run them down.





In this fight, the various status effects don't work against the goblins. Attack spells don't do much damage against the foes, but they do make up one step of your strategy. First, use the Speed Charms on your entire party, then focus everyone's attention on one goblin at a time, and command them to not use skills. While your two allies run at the monster head on, cast spells at the goblin. This doesn't exactly freeze the foe in place, nor deal much damage, but it does slow the goblin down just enough to allow your allies to get in a few good swings. Repeat this a few times with each goblin and that should do the trick.

The goblins themselves aren't exactly helpless during this battle. The "clones" cast healing spells to restore HP of their comrades, or curse your party members to cause SP to drop rapidly. The fight shouldn't last long enough for these to be a big problem. If Kite drops in SP too much, use an Artisan's Soul to allow him to keep casting spells. As for your allies, they aren't using skills anyhow, thus don't need their SP. With a constant enough barrage of spells and the follow-up attacks, you should be able to overwhelm the healing attempts of the other goblins.



Once all three goblins are gone, you receive Zyan's congratulations, as well as **Goblin Gloves Z**. You now have three pieces of the last Goblin set of armor, with two more to go.

ROUND NINETEEN: ALBERT X

2: DETESTABLE, ELUSIVE, NEW TRUTH

AREA VITALS	MONSTERS
BATTLE LEVEL: 68	Albert X (X 3)
ELEMENT: Water	
GRUNTY FOOD: White Cherries	
ENVIRONMENT: Snowfield	ITEMS
WEATHER:	Goblin Boots Z

Once you've defeated Zyan X, the next trip to the Board brings the following message:



Author: Albert X Message: Heh Thread: New Let's Play Tag

00110011001101010010100100110010011

Don't know what to say when it's the fourth time gob... So this is the last one gob? Come to Ω Detestable Elusive New Truth gob! Got it gob?! It's a party gob!



For this fight bring along party members that balance speed with attack power. For items, take plenty of The Moon scrolls (or an item that allows you to put an enemy to sleep), and a few HP healing items. That's all you really need to conquer this next challenge, so head into the area to face Albert X.

After Albert throws down his challenge, set your party to "Union Battle" then "Don't Use Skills." Now turn to face one of the goblins and use The Moon scroll on it. This scroll should send it immediately to sleep, at which point your two party members descend upon it to attack. The effect of the sleep doesn't last for long, so be ready to recite a new scroll as soon as you see the goblin begin to move again. It should only take around four scrolls to defeat each goblin in turn.



While you put this strategy to good use, keep an eye on everyone's HP at the same time. These particular goblins cast offensive spells at your party while you fight them. The spells aren't all that dangerous, but just make sure that they don't all add up to take your characters' HP to low levels.



When the last "copy" of Albert X falls, he congratulates Kite, then coughs up **Goblin Boots Z**. Now with four of the Goblin Items from this set, you need only face Martina X to complete your collection.

Σ : DETESTABLE, ELUSIVE, GATE

BATTLE LEVEL: 68 ELEMENT: Fire GRUNTY FOOD: Twilight Onion ENVIRONMENT: Scorching WEATHER: Cloudy



The fifth and final Goblin Tag challenge for the game doesn't appear until after you've defeating the Final Boss and the credits have rolled. At this point you can save your progress, and once you return to the game you find one final post in the goblins' thread:



Author: Martina X Message: *Sob* Thread: New Let's Play Tag

0011001100101010101001001001

It's time to say goodbye gob, Know the phrase, all's well that ends well gob?

Last one standing is Martina X gob!

Final battle at Ω Detestable Elusive Gate gob!

Be prepared, gob! Bring friends, gob!

While your trip to take care of this last round of Goblin Tag is delayed slightly by another quest that takes precedence, as soon as you finish that particular piece of business, put together a party of Orca plus someone with strong spells, and head into this final challenge.





Martina X wastes no time in throwing down the gauntlet once you enter her domain. She's as fast and powerful as any of her brethren. Set your party to "Union Battle," but this time set them to "Magic" instead of forbidding the use of skills. Now set Orca to "Weaken"; the equipment that he has coming into the area gives him the use of Dek Vorma, a spell to strip away Martina's Magic Tolerance, which leaves her vulnerable to the magic that Kite and the other party member should now pile onto her head.

Martina X is somewhat vulnerable to The Moon or other methods of putting her to sleep, so use these to your advantage. Otherwise, bombard her with strong but fast spells to steadily drain away her HP.

You do need to watch out in the process. Martina's clones have two spells this time. One is the usual healing spell, which can make the destruction of her different clones take longer. The other is more dangerous as Martina can also charm your party members. Use a Restorative as soon as this happens, then continue to bombard the goblin until she has been destroyed.







The variety of spells, skills, and items needed in this fight can be a bit hard to juggle. Defeating her yields **Imp's Crown**, which allows you to equip all four pieces of armor from the Goblin Z Series.

FLAG RACING

Starting in .hack//MUTATION you have the ability to race Grunties throughout the Root Towns. Once you've raised all three Grunty types on a specific server, the Race becomes available for that location.

The idea of the Flag Race is to choose the Grunty best suited for the course, then to ride it through the Root Town, avoiding players and bits of scenery in the process. You must gather three colored flags in any order, trying to get the fastest time possible. To begin the race, speak to the man at the Grunt Shop for the town and pay the 100 GP entry fee. Select your Grunty from the list of three, choosing one based on their ratings in Speed, Acceleration, and Turning.



Now a countdown ticks down from three, and the race begins. Use the left analog stick to control the Grunty and the right analog stick to control the camera. One of the keys to victory in many courses is in practicing how to best maneuver the Grunty while turning the camera to the best view at the same time. You can press at any point during the race to quit, which gives you the normal consolation prize and considers the race a failure. To collect the flags just brush against them with the Grunty, and Kite automatically picks them up.

Each server has separate rewards for first, second and third places. The first time you win first place on a server you also receive a second bonus prize. There is a consolation prize for failures, and a second consolation prize for times that are within one second of third place. You can win each of the prizes for the top three slots three times each, after that you receive a separate prize.

RACE MANAGEMENT

While you may want to race flat-out and beat first place by the highest speed possible, it makes it easier to win the most prizes if you hold back a bit and only win third place by a narrow margin, then by another small margin, and so on, slowly working your way up the line. This is much easier said than done, and you need to race all-out just to win first place at all.

While each race is covered briefly here, the Flag Races for Θ and Λ Servers are covered in more detail in the strategy guide for .hack//MUTATION, while the S Server race is covered fully in the guide for .hack//OUTBREAK. The W Server race gets the full treatment here, as it is new to the series.

⊕ SERVER

The Grunties available for this server's race are the Poison Grunty, Iron Grunty, and Noble Grunty. The Poison Grunty is a good choice for learning the course and gaining third and second place, but to net first you need the top speed of the Iron Grunty. The trick is learning how to master the Iron's low maneuverability and working with it. For instance, beginning a turn just before you reach it, so that you "slide" into the turn at just the right time.

Your order for grabbing the flags is: Green, Red, then Purple. Use the Iron Grunty's speed on the straight run to and from the Red Flag in order to net the prize.

9 SERVER FLAG RACE PRIZES

RATING	PRIZE
Quit/Out of rank	Fortune Wire
Out of rank (within one second of 3rd)	Speed Charm
3rd place	Divine Cross
2nd place	Silver Grunty
1st place	Golden Grunty
	Quit/Out of rank Out of rank (within one second of 3rd) 3rd place 2nd place

The first time you win first place, you gain Image 51 as well as the Golden Grunty. After you've won any prize three times you receive a Yellow Candy instead of the normal prize.

A SERVER

The Grunties available here are the Bony, Snakey, and Noble Grunties. In general, the Bony Grunty tends to be like the Iron Grunty, the Snakey like the Poison Grunty, and the Noble Grunties on each server are similar.

On this server you want to grab the Purple Flag, then the Red, then the Green. Watch out for pedestrians in your pathway, and when using another Grunty beware of the Snakey Grunty standing in its usual spot directly in the path.

As before, you also get a bonus prize along with your original first place victory—Image 52 for your Desktop. You receive the Yellow Candy for subsequent placings after the third in any rank.

A SERVER

RATING	PRIZE
Quit/Out of rank	Fortune Wire
Out of rank (within one second of 3rd)	Fairy's Orb
3rd place	Emperor's Soul
2nd place	Silver Grunty
1st place	Golden Grunty

Σ SERVER

This race takes place in Fort Ouph, a maze of platforms and walkways that makes capturing the flag difficult at best. Your best choice for this race is the Aqua Grunty with its amazing acceleration and turning. The Milky Grunty is fast but sluggish in turns and acceleration, while the Noble Grunty is just above or below average all around.

When the race begins, head northwest to grab the Red Flag, cut east to take the Purple Flag, then race northwest to claim the Green Flag. Take the shortest distance between the entrances of the various walkways, cutting corners sharply with your agile Grunty. Don't weave side to side on the walkways, just

4 SERVER	
RATING	PRIZ
0 11/0	

arrifice.

keep forward momentum, dodging aside slightly if you must avoid a PC. When detouring around the Recorder, do so on the front side with the Shopkeeper, avoiding the back and the Noble Grunty standing there. This all needs practice to get down perfectly, especially with the quick camera changes needed.

The bonus prize for winning 1st place for the first time on this server is Desktop Image 53.

After you've won 3rd place three times, you begin to receive the Hale Cross. For placings of 2nd beyond the first three, you win a Summon Wood scroll.

Ω SERVER

The last of the Flag Race courses (and only new one for the volume), the Lia Fail course is short but tricky. Gaining the third and second places is not especially difficult, but a perfect run to get first place is trickier and takes patience and practice.



The Grunties this time around are the Rocker Grunty, Woody Grunty and the Noble Grunty. Your Grunty of choice this time around is the Woody Grunty. With such a short course, you don't have much chance to get up to top speed, and its skills at turning are a must between these sharp angles.



As the race begins, head as straight as possible forward to claim the Red Flag. As soon as you touch it, cut sharply right to race straight for the Green Flag, carefully adjusting the camera as you turn. You must then make an even sharper turn to the left, and race as close to the center "island" of junk as possible without brushing against it in order to reach the Purple Flag.



This race is short and the challenge comes from the fact that it is so short, there is no leeway for errors. You must race perfectly in order to receive the prize, especially for first place.

The bonus prize for winning 1st place for the first time on this server is Image 54, another Desktop Image. In addition, if you've reached first place in all servers, you also receive Image 55 as a "Grand Slam" prize.

After winning 3rd place three times, each subsequent placing nets you a Divine Cross.



Ω SERVER FLAG RACE PRIZES

RATING	PRIZE
Quit/Out of rank	Fortune Wire
Out of rank (within one second of 3rd)	Soul Charm
3rd place	Emperor's Soul
2nd place	Silver Grunty
1st place	Golden Grunty

ONCE THE CREDITS ROLL ...

The previous three volumes of .hack saw an optional area open up within each game after the credits roll, unlocked through an email from Bandai. Here you could fight new monsters and gather special rare items to help you out for the next installment after converting your save file. This time around there is no next installment, so things are a bit different. Two new areas are ready for your exploration beyond the fifth installment of Goblin Tag, and even before that, more scenes abound.

AFTERMATH



Once you've viewed the credits, you have the chance to save your data and move back to your Desktop where new messages await.

Most of the messages are just friends chatting and telling Kite what they think of him at this point, but one in particular is quite interesting; a message from Aura, and without her former incoherence:

Those who have played the game from the very beginning may recognize this area as the first one that Orca and Kite explored long ago, the place where Orca was first Data Drained and sent into a coma.

Besides the emails, you can also read through various News items that help bring a bit of closure to the story in their own way. When you've finished at your Desktop, begin logging into The World. At this point you can see new posts that have been added, including the post from Martina challenging Kite to the last round of Goblin Tag. With the new posts and emails under your belt, continue your login to the game.

This time around you log into Mac Anu, Root Town for D Server. Kite is greeted by not only Orca but a few more of his friends as well. Talk to all of the friends, then finally speak to Orca. It seems that your old friend has also received the email from Aura, and he's ready to explore.



CLOSING THE CIRCLE

A BURNING, PASSED OVER, AQUA FIELD

RECOMMENDED PARTY: KITE, ORCA =





While this is technically an area, complete with Field and Dungeon, there aren't any fights to get through or even many chests to loot. Just add Orca to your party, and choose the Keyword from the Word List to see what Aura wants.



As you warp into the Field, Kite is eager to go. Since there are no Field Portals and the Spring of Myst should have already been used up in the first volume of the series, there is no reason to dawdle on the surface. You can collect a few Mandragora if you like, but by this point you probably don't need to raise any more Grunties, either. So head straight for the Dungeon Entrance just a bit to the east.

Since this Dungeon first acted as a special tutorial area for Kite, its contents are a bit strange. The very first room holds two treasure chests, one plain, one a Risky Treasure. Loot the chests and save the items until you get back to town, to include them in your bounty.

After the room with the chests is a large T-shaped crossing. Take the eastern side to reach a small room with another chest to loot. Next is a straight shot down the hallway to the west to a bended hall, and near the stairs leading down.





After climbing down the stairs, you're really almost done. Head through the doorway at the opposite end of the steps until you see a white figure. Orca is unsettled, considering the events of his last trip to this area. But your party still moves bravely forward to speak to Aura, and receives a treasure in return. For whatever other mysterious reasons she may have, Aura gives Kite the **Book of Twilight—Daybreak**, and also returns to him the **Bracelet**, allowing him to use Data Drain skills once more.



Her mission accomplished, Aura warps out, destination unknown. Orca and Kite immediately follow, returning to Mac Anu. Here you see the New Mail icon. Log Out and stop at the board where you find new messages posted. Look for the notice of the Item Completion event's restoration, as well as various other normal message-board chatter, some of which is interesting to Kite even without a Keyword given.

Now continue to the Desktop, where new email and News items wait. The News contains nothing important, but is interesting to read for the flavor it adds to Kite's "real world."

The mail is more interesting. One message from Helba gives you four new Member Addresses, meaning you can add more characters to your parties! These characters are covered in the "Secrets" section of the guide. You also receive the email notice of the Item Completion, as well as one final message and request from Aura:

011100100101010101011101



Author: Aura Subject: Rebirth

001100110011010100101010011001001

This is my birthplace.

This is where my mother was born. And now, another life is about to be born.

But at the same time, there is something that wishes to prevent its birth.

Only you...

Only you will be able to stop the same mistake.

 Ω Hidden Darkside Holy Ground

This is pretty obviously not something to be left unfinished. Return to Ω Server, and tackle this new threat as soon as you are able, with a short side trip to defeat Martina X once and for all.

ITEM COLLECTION

After defeating the main part of the game and bringing the system back to normal, the administrators feel comfortable enough to bring back the Item Collection event. As soon as you are free to travel where you like, waste no time in heading to one of the NPCs in the Root Towns by the Chaos Gates. Select "Item List" to have them catalogue the items in your inventory and Elf's Haven, and you're on your way to completing your list.

There isn't much to say about this event, as it's self-explanatory and just requires determination and a great deal of patience. There are a few tips that can be of assistance. First, don't forget about the shops. Each Root Town has a multitude of shops, each of which in turn sells different items. Buy items from these places first, then sell them back when you're done cataloguing them.

Once you have the easy, store-bought items out of the way, if you need a certain item check the lists of items found in the various areas included in this and previous guides. This can help show you just where you might be able to pick up a copy of the item. If you can't find a weapon or piece of armor through these other methods, don't forget about the Springs of Myst. You can improve or decrease levels of items at these mystic locations, so create new areas to try to find them. While you are creating new areas, check the Bestiary to see if any monsters that you haven't yet faced may carry the items, and to get an idea of where you might find these foes.

Don't forget about trade! Many of the needed items may be found in the trade lists of the various PCS wandering throughout the towns, or even from your own allies. Check the trading lists to see who might have that elusive item you're seeking.



Don't worry about hoarding items like the Silver or Golden Grunties. These count as rare items, and are not on the lists at all. So don't beat yourself up for not saving them after winning a Flag Race, or something similar. Just check the lists to see what you do need instead, and go find them.

The Item List that you need to complete is displayed in a light grey. Once you have an item added to the list, it shows up in white, giving you an easy way to see what you still need to find.



REBIRTH

After receiving the email from Aura, the first time that you log into Ω Server you are greeted by Elk. It seems that the Wavemaster also received an email from the mysterious girl, and one of your party members has been chosen for you. For now take care of any unfinished business, then form your party for possibly the toughest challenge yet.

Kite and Elk are already a given for this particular journey, and while you may wish to bring the newly-found Orca along, Balmung is a better choice this time out. Orca remains weaker than the rest of the party, and without some of the best equipment, so unless you spend the time to level him up and equip him with high-



level goods, take his other half from the Descendants of Fianna. You may have given Balmung a strong Blademaster weapon by this time, but for the moment he should wield a weapon with Water attacks instead. In the last major Dungeon of the game you may have collected a few Banyinryoku Wavemaster rods. If this is the case, give one to Elk now. Also, improve the rest of his items, as he hasn't been along for the ride for quite a while now. Bring along a few items that cover the spectrum of elements, but don't load yourself down. There are a ton of items to collect for both the Item Collection list and for your own use.

Ω: HIDDEN, DARKSIDE, HOLY GROUND

RECOMMENDED PARTY: KITE, BALMUNG, ELK





14	
1	

AREA VIT	ALS
BATTLE LEVEL:	95
ELEMENT:	Darkness
GRUNTY FOOD:	La Pumpkin, Bloody Egg, Golden Egg
ENVIRONMENT:	Leaf Mold
WEATHER:	Stormy Night

MONSTERS
FIELD:
Armor General Astro King (Data Bug)
DUNGEON:
Armor General Astro King (Data Bug) Dark Asteroid (Data Bug)
MADAM NIAGARA:
Water Mu Guardian (Data Bug)
PSYCHE VISION:
Wood Psyche Vision (Data Bug)
SAND MOLNTAN (DATA BUG):
Earth
VLITRAMASTER:
Earth

ITEMS		
AREA:	MONSTERS:	
Desert Axe Divine Speed Emperor's Soul The Fool The Hanged Man Happiness Hunting Guard The Lovers The Moon Narukikyou Nightcall Nightfear Nightshade Resurrect Sprite Hands Stealth Blades Stream Sword Tree Beast	Angel Axe Benevolence Bloodless Bom-Ba-Ye Caduceus Rod Dragon & Tiger Ebony Hauberk Forsaken Light Golden Crown Greaves of Awe Hades Gloves Lumberjack Maestro Axe Magus Solleret Master's Axe Missing Axe Oaken Leg Mail Shadow Robes Staff of Truth Sublimer Tiger King Tsumugari Uber Guard Ultimate Spear Ultra Leg Mail Usurper Helm Virus Core B Virus Core J Virus Core L Wand Wannabe	



While you may be tempted to stop and explore the Field here, don't. The foes are extremely strong. You want to make this trip as short and pain-free as possible, which means minimizing your exposure to deadly enemies. Second, this Dungeon is much like the final Dungeon of the main game, full of Data Bugs that require a Data Drain to destroy. Head straight for the Dungeon, with one small stop along the way to visit the Spring of Myst, containing a Monsieur Lv. 5 who cannot handle strong equipment. There are also plenty of Symbols around the Field, so if you can trigger those without triggering a Field Portal in the process, the extra buffing spells can always come in handy.

TAKING THE TIME

As this area is much like the final Dungeon of the main storyline, the same rules apply. Avoid as many extraneous fights as possible. There is one further step you can take to keep your Infection Level from growing too fast. Since the growth of your Infection Rating is tied to Kite's level, spend the time to level the party up before actually stepping into the Dungeon. To find a high-level area to do this in, stay on W Server and try various areas using the second Keyword segment "Truth's," which gives a high area level.

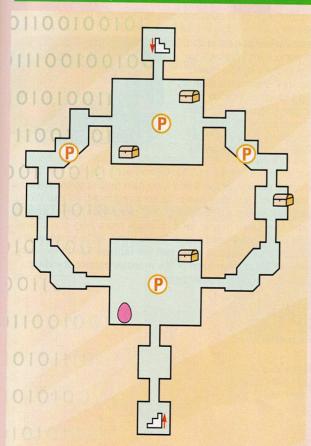


If you do accidentally trigger the Field Portals, you should be prepared for what comes next. One of the Field monsters is the Armor General, a monster with no elemental affinity. These enemies have no real special ability beyond the fact that they hit very hard, but that is more than enough to kill your party. Set your party to "Skills," and set Elk to "First Aid" immediately. You need to help Elk keep everyone on their feet. If both Kite and Balmung fall before the onslaught, Elk probably will not have enough time to get everyone restored before he falls. Use the quickest attacks possible. These enemies hit hard, but they don't have much defense.

The second Field enemy is the Data Bug, the corrupted form of the Astro King. Its corrupt form lacks elemental affinity. Set your party to "Skills," and move Kite back from the others. This enemy uses wideranging area effect spells, so keep him from hitting everyone at once. Balmung and Elk should bombard the enemy with various Skills, and you need to focus on keeping them healed. This enemy hits hard, especially with its strong spells, so you must work fast to keep everyone alive and fighting. Watch out for the monster's Protect Break, and use Data Drain to strip away its protection. Underneath is another strong monster, the normal Astro King, but this one has a Fire Element to exploit. Balmung should begin using Water attack skills, while Elk should cast the strong water summons. Kite can cast Water spells as well using the Divine Gloves, but don't get too carried away. His main function is as a healer, so don't forget that.



DUNGEON, B1



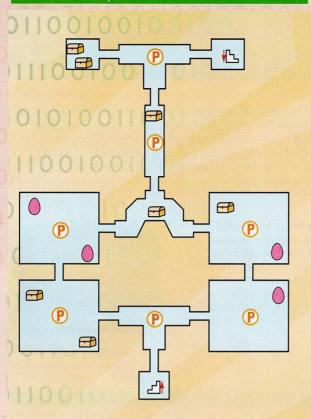
The first floor is in the form of a circle stretching out to the east and west, both sides meeting again toward the north. You must trigger three Dungeon Portals either way you go (including the first room in the circle). Since the eastern path holds a treasure chest that the western one does not, turn right to take that route. When you reach the intersection, head north to the stairs leading down, passing by the other half of the circle. Don't miss the breakable objects on your way past, since you'll likely need all the healing you can get before you're done.

The Portals that you must trigger can disgorge the corrupted Astro King, the Armor General, or a different type of Data Bug—a corrupted Mu Guardian. These foes are resistant to Magic, so set your party to "Attack"

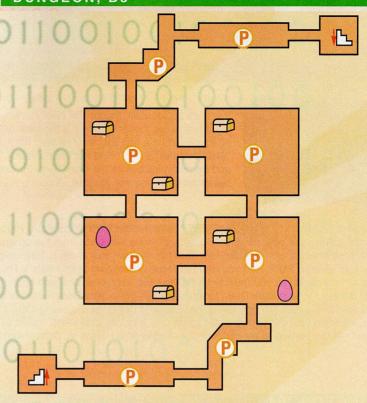




and set Elk to "First Aid." Using the Flame Vortex attack allows you to strike many of these at once for good damage, provided you get close enough. Aside from their SP-draining physical attacks, the foes like to use spells constantly. If you meet up with many foes, all casting at once, you may need all of Elk's healing just to stay alive. If you must, strip away their protection with Dek Vorma, and just cast spells at them from afar until you can Drain them. Once you use Data Drain, the Earth monster underneath is revealed, but the normal Mu Guardian has a weak enough protection and few enough HP that one Flame Vortex can usually kill it, even though it's not exploiting the monster's weakness. The Liches and the Dark Maidens that you've fought before reappear in this area. Remember to set Balmung to First Aid as you fight the Liches, and keep an eye on him to make sure that you don't need to use a Restorative to get rid of confusion. The Dark Maidens are best attacked from afar with Thunder spells. Restoratives may be handy because these foes can put your party members to sleep.



DUNGEON, B3





Once on the second floor, the corrupted Mu Guardians and the Armor Generals once more have the place overrun. Fight them as before, and make your way to the next stairs quickly. Four rooms make another small circle here,

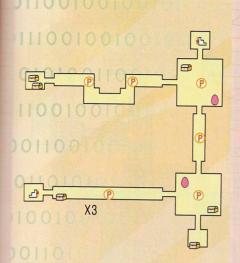
both the east and west routes holding two more Dungeon Portals. Head west, as this route holds one extra treasure chest along its path, as well as a few **Bloody Eggs**. At the intersection, head north, once again skipping the remainder of the circle, and trigger two more Portals on your way to a new intersection. Head west to a storeroom with two chests, then return and move east to reach the stairs leading down.

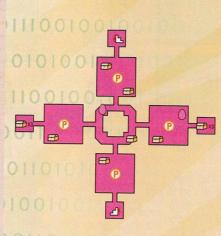
On the third level, the path winds east and north for a short way without an intersection, then you reach a large room with two new exits. Collect the treasures, then head west to collect the **Bloody Egg** found alongside the next room's treasure chest. Move north, then after the next Portal continue north, leaving the eastern room untouched. Now you must make your way through two more Portals to the stairs.



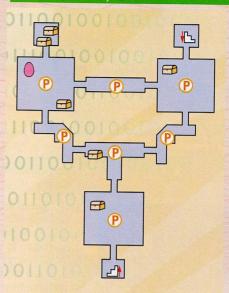
On this level the corrupted version of the Sand Mountain begins to show up alongside the other foes. This Data Bug keeps its earth element, so use Wood spells or skills on them. Set your party to "Skills," and maneuver Kite around to the back of the monster to make it harder for it to attack more than one character at a time. Watch your party's HP and switch Elk to "First Aid" as necessary. Once the Data Bug has been drained, it turns into the normal Sand Mountain. With the right Wood skills, this weaker form of the monster cannot stand up against you for long enough to do any real damage.

DUNGEON, B4,B5





DUNGEON, B6





Now head east along the one hallway to the large room, taking the southern exit to reach another small storeroom with a single chest. Return to the large room and take the northern door to follow a hallway into a second large space. After dealing with the Portal here and looting the treasure, continue your trek north to take the stairs down to level B5.

Now head north through yet another large room into a ring-shaped area. Move to the opposite side of the room and head through the opposite exit to continue your northward trek, through the next room and Portal and to the next set of stairs.

On the fifth level you may start facing the Psyche Vision. You've fought this Wood creature before as part of a Data Bug Boss fight, but if you forget it's just a tougher version of an Aurora Feather. Use Earth spells and abilities, such as those found on some of Balmung's weapons or on the War God Guard. This enemy is a blessing for multiple reasons—first it's familiar, and you shouldn't have to worry much about your strategy. Second,



it's much easier than the other foes in the Dungeon this far, and third, you don't need to Data Drain it. If you face enough of these foes, you may manage to work your Infection Rating down a bit.

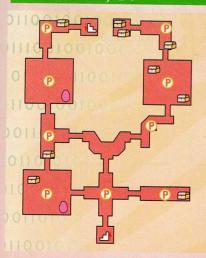


From the first intersection on this sixth level down head east, taking half of yet another circle in the Dungeon's layout. From the large room that you next

find, head north once again. This takes you right to the next steps that you need to climb down.

Here you may encounter yet more of the non-infected enemies that are a blessing for your Infection Rating. This time they are Dark Lords. Set your party to "Attack" when you see these as they are resistant to spells, and set Elk to "First Aid." Now just watch to make sure your characters don't get confused, and begin the attack. Use Thunder to take them down if you can, but if not, just keep using swift attack skills.

DUNGEON, B7





After the cut-scene ends, head out of the stair room into a small crossroads. Take the northern exit, then turn left to take the western doorway from the next intersection. This brings you into yet a third intersection, from which you should head north. Now just follow the path until you reach the next stairs, and descend.

Although the foes are often the non-corrupted type on this level, you may also meet the Data Bug version of the Psyche Vision. This corrupted enemy has no element, has a good amount of protection, and is evasive. Set your party to "Skills," and either heal

with Kite or set Balmung to "First Aid." This leaves Elk free to cast spells at the monster. In between healing, Kite himself should cast strong spells at the foe as well. Once it reaches Protect Break use Data Drain, then treat the foe just as you did before.

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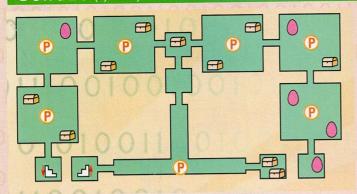
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P

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DUNGEON, B8,B9





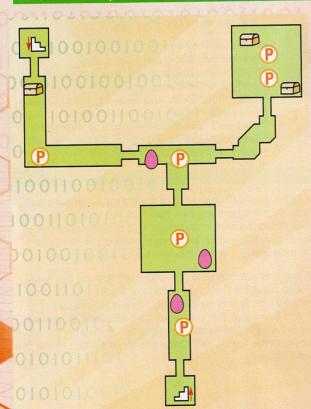
On the eighth floor, head east through the next intersection to loot two more chests inside a store-room. Return to the intersection, then take the northern branch through two more small rooms. At the second, heat west through that exit into another large room.

Nowonce again you just need to continue your path through Portals and treasures to reach the stairs to B9.

From the first intersection you can head either north or south. This is another of the circles in the Dungeon layout, and each path leads to an equal number of Dungeon Portals and treasure chests. Whichever route you take leads to another intersection to the east, from which you should head east to reach another angled hallway and then the next set of stairs.

On the ninth floor you may also start meeting up with a new spell caster, the Madam Niagara. You know how to fight these already. They are the same as the Maidens faced many times, just linked to the element of Water, and slightly stronger than before.

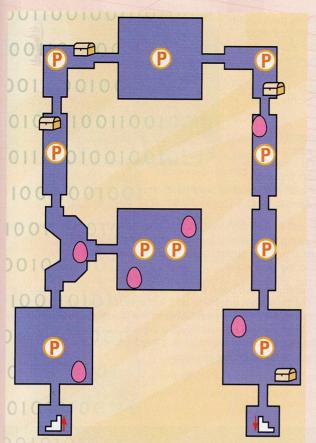
DUNGEON, B10



For a while the path leads straight north through halls and a room, until reaching a T-shaped intersection a short way in. Now head west, and you move down another hallway leading west and north until reaching the B11 staircase.



You may start running into the VlitraMaster amongst other foes in a group. Again, this foe should be familiar, and with a few Wood spells or Skills it dies very quickly. Just watch out for its ability to charm your characters.



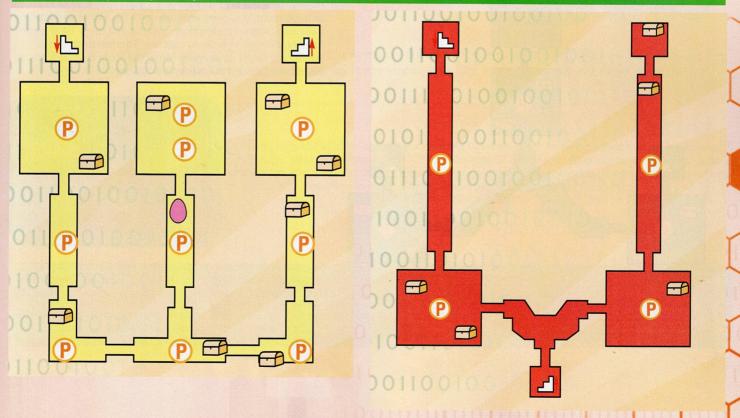
Run north to the first intersection, continuing north through the opposite exit once you reach it. The next corridor bends east and leads through various other rooms and hallways, winding around multiple times until you reach the stairway to the southeast of the level.

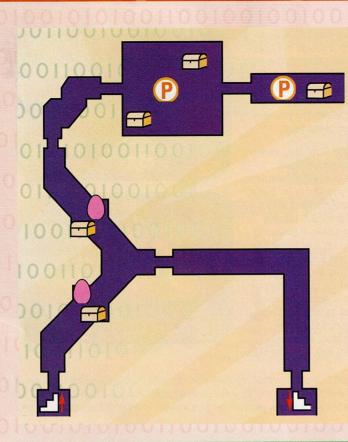
Watch out for the Data Bug version of the Dark Asteroid. It casts Thunder spells but has no element of its own. Set your party to "Skills," then set Balmung to "First Aid" if he can handle the load, leaving Elk free to cast spells. If Balmung can't quite keep up, just leave him on "Skills" and set Elk to the healing role. Try to just take the enemy to Protect Break as quickly as possible, since this is really the best defense against its attacks. Once Drained, the Dark Asteroid is much easier to face, especially with the use of a few Thunder skills or spells.





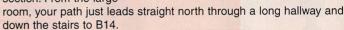
DUNGEON, B12, B13, B14





Follow the only path south and west until you reach the first intersection. Continue heading west, and now you have one path yet again to follow west, then north to the stairway.

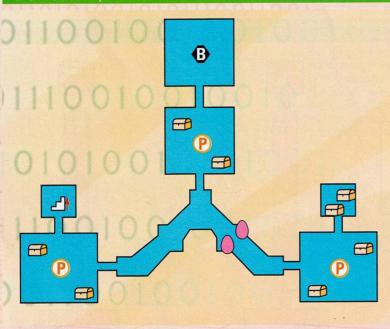
On the thirteenth floor, take the western path from the first small intersection. From the large



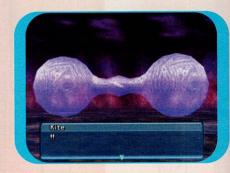
Follow the path to the northeast, stopping to collect the treasures from the niches along the hallway. Take the eastern door when you reach it, and you are in another stretch of hallway heading east and south directly up to the next stairs.

While the monsters have been progressively changing as you head further down the Dungeon, once you hit the thirteenth floor you begin to see some of the foes from higher levels in the Dungeon again, such as the Armor Generals and normal Psyche Visions. Luckily the resurgence of these old normal foes makes it harder to suffer a System Error on the last floors before your goal.

DUNGEON. B15



You've reached the final floor, and nearly the end of your travels. Move through the large room to the east, then in the next hallway take the northern exit when you reach it. Now in another large room, you need only deal with this Portal and take the treasures before heading north into the last room. Stop before heading through in order to cast any Strengthening spells. Although there is no warning flame, the room beyond holds a Boss battle, though not a very difficult one.



As your party steps through the doorway, the adventurers notice a form appearing similar to the Guardians from previous Dungeons. They barely have time to register its presence before the fight is on.

OPTIONAL BOSS FIGHT: DAWN WANDERER AND TEMPTRESS LOVER



The first fight is against the Dawn Wanderer, a monster that looks much like a Guardian of a vaguely different color. The garbled HP information points to this monster being a Data Bug, but its HP lower just through normal fighting, and there is no Protect Break for Data Drain involved. In fact for such a long and difficult Dungeon, these Boss fights are simple and straightforward.

Set everyone to "Skills." As with some other foes, if you must have healing, set Balmung to the task, or cover it with Kite. This leaves Elk free to cast offensive spells.

The Dawn Wanderer has various offensive spells, but none of them hit hard. You may not even need healing at all, especially if you have Rig Saem cast on everyone. Just keep pounding the enemy with everything you have until it cannot take any more.

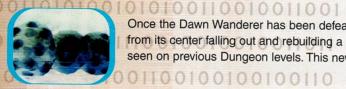
DAWN WANDERER level 90 (9 pp) -1 hp 20.858 Sp 905 element None skills Unknown reward None

	TEMPT	RESS LOVER	
1	level 99	(Dpp) -1	
4	hp 21,092	Sp 995	

element None skills Unknown

reward None





Once the Dawn Wanderer has been defeated another cut-scene begins, showing the familiar Bracelet from its center falling out and rebuilding a new enemy around itself, this time incorporating the figure seen on previous Dungeon levels. This new foe is the Temptress Lover.

The enemy has stronger spells, but the same general tactic should suffice. If you don't trust Kite or Balmung to heal, set Elk to "First Aid" after setting everyone else to "Skills." Keep Kite away from the others to reduce the chance of everyone being defeated by an area-effect spell.

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This foe too seems like a Data Bug from the mangled HP information, but once more a straightforward fight reduces its HP just as with any normal enemy. Sooner than you might expect this second Boss falls, and now you get your sweet rewards.



Now you just need to gain the other rewards for finishing this area. After receiving notice that you've finished all episodes of .hack, you receive Movies 99-102, and Images 87-96 for your Desktop. Now you've got quite a bit more optimization, if you care to use it! Once you receive these items you return directly to Lia Fail, where you should register any new items found and safely chronicle your game at the Recorder.

OTHER QUESTS

Expecting to find another quest here that isn't to be found in this section? First check the main Walkthrough to make sure that it's not covered there. If not, check the "Secrets" chapter of this guide, a new section that covers some of the more out-of-the-way quests that you may stumble across while playing through the adventure or while watching the OAV that comes bundled with the game disc.

RAISING A GRUNTY

Supposedly cherished and revered within the game world of .hack, Grunties function as combination mounts, allies, and keys for some of the side functions of the game. These large creatures, looking somewhat like a cross between a cow, a pig, and a dog, can carry Kite around the various Fields and converse with him much like another character among other things.

This section covers how to raise the various types of Grunty on each server, as well as the functions of the creatures once they've been raised to adulthood.

CARE AND FEEDING OF YOUR GRUNTY

On each server, Kite can raise three different types of Grunty. One of these is the same on each server: the Noble Grunty. The other two types are different for each server. The Grunties start out as small babies at the server's Grunt Shop, but Kite can raise them using Grunty Food and bring them through their various stages until they reach adulthood.



Speak to the man at one of the various Grunt Shops (found on every server except for Δ Server) for pointers on raising a Grunty. The Grunty itself wanders around as a baby near the man, within the Grunt Shop's corral. Speak to the baby and you are given the chance to feed him one type of Grunty Food at a time, although you can give him multiple units of the chosen food type all at once if you wish.



Each time you speak to the baby Grunty after the first feeding, it gives you a veiled hint about what it wants to eat next. Watch the box on the upper right side of the screen to see the effects of each food as you give it to the Grunty. When the creature's size reaches Size 10 it undergoes one growth spurt, and begins to give you hints about the next type of food that it wants. At Size 20, the Grunty grows to juvenile size and begins to tell you straight out which type of food it wants next. It undergoes another minor growth spurt at Size 30, changing to its final adult stage at Size 40.

If you wish to stop feeding a Grunty—for example if you run out of the type of food that it wants next—you can leave at any time and come back later. Once the Grunty reaches adulthood, it remains around the Grunt Shop while Kite is within the Root Town. After Kite leaves the town and returns, the Grunty takes up its normal fixed position within the town, and he can raise another Grunty on the server. Once Kite has raised all three Grunty types within a server he cannot raise any more Grunties there, and no more of the baby Grunties appear at the Grunt Shop.

GRUNTY FUNCTIONS

In Town (Trading and Flag Racing)

Within the Root Town where the Grunty was raised, it stands within one specific position at all times except when being raced. When Kite finds a Grunty in one of these spots he can speak or trade with it just as he would a PC.

A Grunty can also be used in the Root Town for the Flag Race. This is covered within *Side Quests*, and can only be accessed when you've raised all three Grunty types on a server. Go to that section of the book or speak to the Grunty Shopkeeper after raising all three of the server's Grunty types for more details.



In the Field (Riding and Searching)

When Kite raises his very first Grunty it rewards him with a Key Item known as the **Grunty Flute**. It cannot be used within a town or Dungeon, or during a fight. However, if Kite is in a Field and not in combat he can select the Grunty Flute from the Event Items submenu and use it to summon one of the Grunties raised on that server. The flute cannot be used on Δ Server, or where Kite has not vet raised a Grunty.

When Kite summons a Grunty, he automatically begins to ride it, which allows him to move quickly and not trigger any Dungeon Portals. If there are wandering monsters within one of the non-key Fields, these do not approach and attack so long as Kite remains mounted. Kite can also use the Grunty Search function first introduced in the last volume of .hack.



The specific features and the Grunties on each server which seek them out are as follows:

Grunty Sea	rch Informati	o n		
Field Feature	⊖ Server	A Server	Σ Server	
Grunty Food	Noble Grunty	Noble Grunty	Noble Grunty	
Field Portals	Poison Grunty	Snakey Grunty	Milky Grunty	
Dungeon Entrance	Iron Grunty	Bony Grunty	Aqua Grunty	

THE GRUNTY TYPES

The following tables give the stats needed to raise the various Grunty types on each Server. Those Grunties from the Θ and Λ Servers were available beginning in .hack://NFECTION and .hack://MUTATION respectively, while those on Σ Server are new to .hack://OUTBREAK.

O Server Grunties

Iron Grunty

STAT	RATING	
2141	RAING	
Body Odor	13 to 17	
Rebel	-2 to 12	100
Brutality	13 to 27	
Intelligence	8 to 22	97/
Purity	-2 to 12	



Poison Grunty*

STAT	RATING
Body Odor	0 to 20
Rebel	-5 to 15
Brutality	10 to 30
Intelligence	5 to 25
Purity	-5 to 15



*A Grunty with these stats only becomes a Poison Grunty if it does not also meet the requirements for an Iron Grunty.

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Noble Grunty**

STAT	RATING
Body Odor	Any
Rebel	Any
Brutality	Any
Intelligence	Any
Purity	Any



**A Grunty only becomes a Noble Grunty if it does not meet the requirements for either an Iron or Poison Grunty.

In Dun Loireag, the Iron Grunty can be found just past the Recorder. The Poison Grunty stays between the Magic Shop and Weapon Shop. The Noble Grunty takes up a niche just beside the Item Shop.

Bony Grunty

STAT	RATING
Body Odor	13 to 27
Rebel	3 to 17
Brutality	8 to 22
Intelligence	8 to 22
Purity	-2 to 12



Snakey Grunty*

STAT	RATING	
Body Odor	10 to 30	1
Rebel	0 to 20	
Brutality	5 to 25	
Intelligence	5 to 25	
Purity	-5 to 15	



*A Grunty with these stats only becomes a Snakey Grunty if it does not also meet the requirements for a Bony Grunty.

Noble Grunty**

STAT	RATING
Body Odor	Any
Rebel	Any
Brutality	Any
Intelligence	Any
Purity	Any



**A Grunty only becomes a Noble Grunty if it does not meet the requirements for either a Bony or Snakey Grunty.

In the town of Carmina Gadelica, the Bony Grunty stands at a corner of the main intersection of town, just north of the Chaos Gate. The Snakey Grunty is found in the center of the intersection branching off to the Item and Weapon Shops and Elf's Haven. The Noble Grunty stays in the corral at the southeast of town, opposite the Grunty Shop.

Σ Server Grunties

Aqua Grunty

STAT	RATING
Body Odor	8 to 20
Rebel	8 to 22
Brutality	-2 to 12
Intelligence	13 to 27
Purity	3 to 17



Milky Grunty*

STAT	RATING
Body Odor	5 to 25
Rebel	5 to 25
Brutality	-5 to 15
Intelligence	10 to 30
Purity	0 to 20



*A Grunty with these stats only becomes a Milky Grunty if it does not also meet the requirements for an Agua Grunty.

Noble Grunty**

STAT	RATING
Body Odor	Any
Rebel	Any
Brutality	Any
Intelligence	Any
Purity	Any
A SERVICE OF SERVICE	



*A Grunty only becomes a Noble Grunty if it does not meet the requirements for either an Aqua or Milky Grunty.

In Fort Ouph, the Aqua Grunty can be found just off to the northern side of the Weapon Shop. The Milky Grunty is just to the east of the Item Shop, while the Noble Grunty stands at the rear of the Recorder in the center of town.

GOLDEN EGGS

Golden Eggs only affect the Size stat of the Grunty, so once you have the rest of the stats where you want them you can feed enough Golden Eggs at once to bring the Grunty to adulthood with those stats frozen in place.

Ω Server Grunties

Rocker Grunty

STAT	RATING				
Body Odor	3 to 17				
Rebel	8 to 22				
Brutality	-2 to 12				
Intelligence	8 to 22				
Purity	13 to 27				



Milky Grunty*

STAT	RATING
Body Odor	5 to 25
Rebel	5 to 25
Brutality	-5 to 15
Intelligence	10 to 30
Purity	0 to 20



Noble Grunty**

STAT	RATING
Body Odor	Any
Rebel	Any
Brutality	Any
Intelligence	Any
Purity	Any



**A Grunty only becomes a Noble Grunty if it does not meet the

*A Grunty with these stats only becomes a Snakey Grunty if it

does not also meet the requirements for a Rocker Grunty.

requirements for either a Rocker or Snakey Grunty.

GRU	NTY FOOD								
	Food Type	Grunty Clue	Size	Body Odor	Rebel	Brutality	Intelligence	Purity	Controlling Keywor
*	Cordyceps	Near a large statue of Buddha	+1	+2	+2	-	+2	+4	Part B: Someone's
	Grunt Mints	Near a very hot square face	+1	-	+4	-4	-2	-1	Part C: Great Seal
	La Pumpkin	Near a huge cocoon	+1	-3	-2	+3	+5	-	Part C: Paradise
	Mandragora	Near pointed towers	+1	+5	00 00 00 21 - 31012	+4	-4	-4	Part C: Aqua Field
	Mushroom	In the shadow of mushroom boulders	+1	-4	-3	al v -	-3	-3	Part C: Hypha
À	Oh No Melon	Near barnacles	+1	+3	+1	-1	+1		Part B: Destroyer's
.	Piney Apple	Deep in the green forest	+1	HP arti SP	-4	+5	+4	-2	Part B: Solitary
3	Root Vegetable	By a wall at end of the labyrinth	+1	-2	os -1	+2	06 j	+3	Part C: Fort Walls
3. ·	Snaky Cactus	Near ribs that were once an ocean	+1	+1	+5	-2	-1	+2	Part C: Fiery Sand
	Twilight Onion	Near a very strange old weapon	+1	+4	+3	-3	00 4	+1	Part B: Gluttonous
1	White Cherry	Near a very cold pillar	+1	24 2-1	угтадодя	+1	+3	+5	Part C: White Dev
	Bear Cat Egg	Deep in a very fancy gallery	+2.	្រាស់ ខ្មែ ង ១០	-3	+1	+2	+3	N/A
	Bloody Egg	In stomach of a very scary monster	+2	+1	+3	- 1	-3	-1	N/A
8	Golden Egg	A few grow inside an important story	+2	-	•	-	- 2		N/A
1	Immature Egg	Deep in a very dark labyrinth	+2	-3	-1	+3	+2	+1	N/A
	Invisible Egg	Inside a very deep cave	+2	+3	+1		-1	-3	N/A



This section provides a listing of all of the items that you can find in the game. The various items have been split into separate tables corresponding to the sections in Kite's Personal Menu. Those items listed as having an "Attack" or "Weaken" effect can only be used against enemies, whereas those with "Recover" or "Strengthen" properties can only be used on Kite and his allies.

Tables Explained

NAME	ITEM NAME.
Buy	Purchase price if item can be purchased in a shop.
Sell	Price of an item when sold in a shop.
Spell Level	The level and variety of magic
Effect	The item's effect when used.
Target	Whether or not the item targets a single unit or area.
Obtained	How to acquire the item: S (Shop), C (Chest or breakable item), T (Trade), E (Event). **

^{**} Vol.1, Vol.2, and Vol.3 indicate that the item can only be found in the previous volumes of the game.

ITEMS

				OBTAINED	
NAME	Buy	SELL	EFFECT	UBTAINED	
Antidote	50	25	Cures Poison, Paralysis, Slow, and Physical Ability Down.	S/C/T	
Artisan's Soul	1500	750	Restores 500 SP.	S/C/T	
Beast Blood	100	50	Temporarily increases target's Magical Defense power.	S/C/T	
Burning Oil	N/A	50	Temporarily increases target's Fire Attribute.	C/T	
Cooked Bile	N/A	50	Temporarily increases target's Darkness Attribute.	C/T	
Emperor's Soul	N/A	2500	Restores full SP.	T/E	
Fairy's Orb	100	50	Reveals unexplored parts of the field and dungeon maps.	S/T	
Fortune Wire	10	5	Unlocks booby-trapped treasure boxes.	S/C/T	
Healing Elixir	2000	1000	Restores all HP.	C/T	
Healing Potion	500	250	Restores 400 HP.	S/C/T	
Health Drink	100	50	Restores 150 HP.	S/C/T	
Hermit Blood	100	50	Temporarily increases target's Magical Attack power.	.S/C/T	
Holy Sap	N/A	50	Temporarily increases target's Wood Attribute.	C/T	
Hunter Blood	100	50	Temporarily increases target's Physical Accuracy.	S/C/T	
Knight Blood	100	50	Temporarily increases target's Physical Defense power.	S/C/T	
Mage's Soul	500	250	Restores 100 SP.	S/C/T	
Noble Wine	N/A	5000	Restores full HP and SP.	T/E	
Pure Water	N/A	50	Temporarily increases target's Water Attribute.	C/T	
Recovery Drink	1000	500	Restores 800 HP.	S/C	
Restorative	50	25	Cures Curse, Sleep, Confuse, Charm and Magical Ability Down.	S/C/T	
Resurrect	300	150	Restores ally from ghost condition.	S/C/T	
Risky Coffee	N/A	100	Restores full HP and SP.	E contract to the contract of	
Sports Drink	N/A	50	Temporarily increases target's Thunder Attribute	С/Т	
Sprite Ocarina	100	50	Return instantly from dungeon back to the field.	S	
Warrior Blood	100	50	Temporarily increases target's Physical Attack power.	S/C/T	
Well Water	N/A	50	Temporarily increases target's Earth Attribute.	С/Т	
Wizard Blood	100	50	Temporarily increases target's Magical Accuracy power.	S/C/T	

ATTACK SCROLLS

RAISING

A GRUNTY

	Buy	SELL	SPELL LEVEL	ELEMENT	TARGET	OBTAINED
Absolute Zero	1000	500	Level 3 Tornado	Water	Area	S/C/T
Aquacall	N/A	5000	Summons a Lv.2 Water monster like Merrows Ch.	Water	Area	S/T
Chaos Spell	500	250	Level 2 Raise	Darkness	Area	S/C/T
Cosmic Truth	1000	500	Level 3 Raise	Earth	Area	S/C
Cygnus	500	250	Level 2 Converge	Water	Unit	S/C/T
Dark Night	200	100	Level 1 Raise	Darkness	Area	S/C/T
Dark Traitor	500	250	Level 2 Converge	Darkness	Unit	S/C/T
Fire Tempest	200	100	Level 1 Tornado	Fire	Area	S/C/T
Fireball Storm	500	250	Level 2 Converge	Fire	Unit	S/C/T
Flame Blast	500	250	Level 2 Tornado	Fire	Area	S/C/T
Forest of Fear	1000	500	Level 3 Raise	Wood	Area	S/C/T
Gaia's Spell	500	250	Level 2 Raise	Earth	Area	S/C
Gale Breath	200	100	Level 1 Raise	Wood	Area	S/C
Green Gale	200	100	Level 1 Tornado	Wood	Area	S/C/T
Greencall	N/A	5000	Summons a Lv.2 Wood monster like Krake Ch.	Wood	Area	S/T
Hellstorm	1000	500	Level 3 Tornado	Fire	Area	S/C/T
Ice Floe	200	100	Level 1 Converge	Water	Unit	S/C/T
Ice Storm	200	100	Level 1 Tornado	Water		S/C
Ice Strike	500	250	Level 2 Tornado	Water	Area	
Inferno Strike	1000	500	Level 3 Converge	Fire	Area Unit	S/C/T
Infernocall	N/A	5000	Summons a Lv.2 Fire monster like Vulcan Ch.	Fire		S/C/T
Ion Strike	500	250	Level 2 Drop		Area	S/T
Jungle Rage	1000	500	Level 3 Tornado	Thunder	Area	S/C/T
Leafblight	500	250		Wood	Area	S/C
Lightning Bolt	200	100	Level 2 Tornado	Wood	Area	S/C
Meteor Strike	1000	500	Level 1 Drop	Thunder	Area	S/C/T
Meteor Swarm			Level 3 Drop	Earth	Area	S/C
	200	100	Level 1 Converge	Fire	Unit	S/C/T
Nightblight	200	100	Level 1 Converge	Darkness	Unit	S/C/T
Nightcall	N/A	5000	Summons a Lv.2 Darkness monster like Wryneck Ch.	Darkness	Area	T
Nightfear	1000	500	Level 3 Converge	Darkness	Unit	S/C/T
Nightshade	1000	500	Level 3 Raise	Darkness	Area	S/C/T
Permafrost	1000	500	Level 3 Converge	Water	Unit	S/C/T
Plasma Gale	1000	500	Level 3 Tornado	Thunder	Area	S/C/T
Plasma Storm	200	100	Level 1 Tornado	Thunder	Area	S/C/T
Raging Earth	200	100	Level 1 Raise	Earth	Area	S/C
Raging Plasma	500	250	Level 2 Tornado	Thunder	Area	S/C/T
Raining Rocks	200	100	Level 1 Drop	Earth	Area	S
Stone Storm	500	250	Level 2 Drop	Earth	Area	S/C
Stonecall	N/A	5000	Summons a Lv.2 Earth monster like Yarthkins Ch.	Earth	Area	S/T
Summon Earth	N/A	2500	Summons a Lv.1 Earth monster like Yarthkins.	Earth	Area	S/T
Summon Fire	N/A	2500	Summons a Lv.1 Fire monster like Vulcan.	Fire	Area	S/T
Summon Night	N/A	2500	Summons a Lv.1 Darkness monster like Wryneck.	Darkness	Area	S/T
Summon Thunder	N/A	2500	Summons a Lv.1 Thunder monster like Lanceor.	Thunder	Area	S/T
Summon Water	N/A	2500	Summons a Lv.1 Water monster like Merrows.	Water	Area	S/T
Summon Wood	N/A	2500	Summons a Lv.1 Wood monster like Krake.	Wood	Area	S/T
Thunderbolt	1000	500	Level 3 Drop	Thunder	Area	S/C/T
Thundercall	N/A	5000	Summons a Lv.2 Thunder monster like Lanceor Ch.	Thunder	Area	S/T
Wood Sprite	500	250	Level 2 Raise	Wood	Area	S/C

MISCELLANEOUS SCROLLS

NAME	Buy	SELL	E PPECT	OBTAINED	
Beast's Bane	200	100			
Deast's Dalle	200	100	Temporarily decreases the target's Magical Defense. (May defeat Magic Tolerance status.)	S/T	
Divine Cross	N/A	2500	Restores full HP to target and nearby allies.	T/E	
Firebane	N/A	100	Temporarily reduces target's Fire Attribute.	T	HARAGE RESIDENCE
Hale Cross	N/A	1000	Restores 400 HP to target and nearby allies.	T	
Health Charm	N/A	150	Restores HP in small increments as time passes.	T	
Hermit's Bane	200	100	Temporarily decreases the target's Magical Attack.	S/T	NOVEL ASSESSED
Hunter's Bane	200	100	Temporarily decreases target's Physical Accuracy.	S/T	
Knight's Bane	200	100	Temporarily decreases the target's Physical Defense.	S/T	
Special TWE			(May defeat Physical Tolerance status.)	3/1	
Light Cross	1000	500	Restores 150 HP to target and nearby allies.	S/T	
Lightbane	N/A	100	Temporarily reduces target's Thunder Attribute.	T	
Nightbane	N/A	100	Temporarily reduces target's Darkness Attribute.	Ţ	
Soul Charm	N/A	300	Restores SP in small increments as time passes.	- 001 T	
Speed Charm	100	50	Temporarily increases the target's Speed.	S/T	
Stonebane	N/A	100	Temporarily reduces target's Earth Attribute.	T	
The Death	N/A	100	Poison; HP decreases over time.	C/T	
The Devil	N/A	100	Curse: SP decreases over time.	C/T	
The Fool	N/A	100	Confusion: Target attacks friends and foes alike.	C/T	
The Hanged Man	200	100	Paralysis: Target cannot move.	S/C/T	
The Lovers	N/A	100	Charm: Target may attack allies.	C/T	
The Moon	200	100	Sleep: Target falls asleep.	S/C/T	
Treebane	N/A	100	Temporarily reduces target's Wood Attribute.	T	
Warrior's Bane	200	100	Temporarily decreases the target's Physical Attack.	S/T	
Waterbane	N/A	100	Temporarily reduces target's Water Attribute.	T	
Wizard's Bane	200	100	Temporarily decreases target's Magical Accuracy.	S/T	William III

TREASURES

NAME	Buy	SELL	E FFECT	OBTAINED	
3-Floor Tower	N/A	50	Objet d'art		
Aromatic Grass	N/A N/A	5		C C	
Boxed Lunch	N/A	50	Useful for trading.		
Chinese Food	N/A		Well-known boxed lunch from a mountain line.	C UNC	
Christmas Card		50	Look for someone who wants to trade[el]	C	
	N/A	50	Look for someone who wants to trade[el]	C	
Crystal Stone	N/A	5000	Sell at a store for a large sum.	C/T	
Doll Amulet	N/A	50	Protector of Pregnant women and Children.	C	
Field's Deed	N/A	50	Look for someone who wants to trade[el]	C	
Golem Parts	N/A	10000	Sell at a store for a large sum.	С/Т	
Grunt Doll	N/A	250	Sell at a store for a large sum.	C/T	Harry Flag
Ice Bar	N/A	50	Look for someone who wants to trade[el]	C	
Ivory Barette	N/A	2000	Sell at a store for a large sum.	C/T	
Magnolia Miso	N/A	50	Look for someone who wants to trade[el]	C 900	
Maiden's Plot	N/A	50	Look for someone who wants to trade[el]	С	
Rainbow Card	N/A	500	Sell at a store for a large sum.	С/Т	
Rouge Fragment	N/A	50	Look for someone who wants to trade[el]	C	
Ruby Brooch	N/A	4000	Sell at a store for a large sum.	С/Т	
Scarlet Plate	N/A	2500	Sell at a store for a large sum.	C/T	
Scent of Gero	N/A	50	Specialty of the Gero hot springs.	C	
Silver Scarab	N/A	1500	Sell at a store for a large sum.	C/T	
Vessel of Sky	N/A	15000	Sell at a store for a large sum.	C/T	
Yellow Candy	N/A	1000	Sell at a store for a large sum.	C/T	

RAISING

GRUNTY

BOOKS AND OTHER STAT-RAISING ITEMS

NAME	Buy	SELL	B FFBCT	OBTAINED
DI Velsehama				
BL Yokohama	N/A	2500	Permenently increases Water Attribute by +3.	C
Black Magic	N/A	500	Permenently increases Darkness Attribute by +1.	Vol.1; Vol.4
Darklore	N/A	2500	Permanently increases Darkness Attribute by +2.	C/T
Earthlore	N/A	2500	Permanently increases Earth Attribute by +2	C/T
Energy Sutras	N/A	500	Permenently increases max HP by +10.	Vol.3
Feng Shui	N/A	500	Permanently increases Earth Attribute by +1.	i savuant <mark>t</mark> meammilinenen euru siine
Fire Magic	N/A	500	Permenently increases Fire Attribute by +1.	Participated Legislation of the Control of the Cont
Firelore	N/A	2500	Permanently increases Fire Attribute by +2.	C/T
Forestlore	N/A	2500	Permanently increases Wood Attribute by +2.	C/T
Golden Grunty	N/A	2500	Permenently increases max HP by +30.	automa Turinga sasas
Graceful Book	N/A	500	Permanently increases Physical Accuracy by +1.	Vol.1; Vol.2
Insight Book	N/A	500	Permanently increases Magical Attack by +1.	Vol.1; Vol.2
Piros' Diary	N/A	50	Permanently decreases Magical Attack by -1.	Vol.1
Power Book	N/A	500	Permanently increases Physical Attack by +1.	Vol.1; Vol.2
Sealore	N/A	2500	Permanently increases Water Attribute by +2.	C/T
Secret: Awaken	N/A	2500	Permanently increases Magical Attack by +2.	T
Secret: Divine	N/A	2500	Permanently increases Physical Accuracy by +2.	T
Secret: Might	N/A	2500	Permanently increases Physical Attack by +2.	The second of t
Secret: Reason	N/A	2500	Permanently increases Magical Defense by +2.	T
Secret: Rigid	N/A	2500	Permanently increases Physical Defense by +2.	District Company Charles
Secret: Thief	N/A	2500	Permanently increases Physical Evasion by +2.	
Silver Grunty	N/A	2500	Permanently increases max SP by +15.	CONTROL OF THE PROPERTY OF THE
Spirit Sutras	N/A	500	Permanently increases max SP by +5.	Vol.3
Spiritual Book	N/A	500	Permanently increases Magical Defense by +1.	Vol.3 Vol.1; Vol.2
Stormlore	N/A	2500	Permanently increases Thunder Attribute by +2.	C/T
Swift Book	N/A	500	Permanently increases Physical Evasion by +1.	Vol.1; Vol.2
hunder Magic	N/A	500	Permanently increases Thunder Attribute by +1.	Vol.1; Vol.2 Vol.1; Vol.2
olerance Book	N/A	500	Permanently increases Physical Defense by +1.	•
Vater Magic	N/A	500	Permanently increases Water Attribute by +1.	Vol.1; Vol.3
Vood Magic	N/A	500	Permanently increases Wood Attribute by +1.	Vol.1; Vol.2

SKILLS LIST

This section provides a listing of all of the Skills and Spells that can be used by equipping various weapons and armor. The Skills have been divided into separate sections corresponding to the selections in Kite's Personal Menu. Physical Attack Skills have been subdivided based on the type of weapon with which they are associated. Magical Attack Skills have been grouped by their element. Recovery, Strengthening, Weakening and other special skills and spells are listed at the end.

TABLES E	EXPLAINED
Name	Skill name.
Level	Skill level.
Element	Skill's Elemental attribute.
AP	Attack Power.
AC	Accuracy Rate.
SP	Skill Points required.
Target	The area of attack or effect.
Description	Pertinent information, such as associated weapons class and magical effects.

PHYSICAL ATTACK SKILLS

Twin Bla	ade Sk	ills					
NAME	LEVE	L ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Saber Dance	1	-T (B)	6	5	10	Unit	Continuously slash at high speed.
Tiger Claws	11	-	6	0	10	Area	Spin like a top and slash at high speed
Staccatto	1:00	-1.100	6	-5	15	Unit	Slash at high speed like a dance.
Flame Dance	2	Fire +3	6	5	30	Unit	Continuously slash at high speed with blades in flame.
Blazing Wheel	2	Fire +3	6	0	30	Area	Spin like a top and slash at high speed
Twin Dragons	2	Fire +3	6	-10	45	Unit	Slash at high speed like a dance.
Red Flame	204-101	Fire +6	6	5	50	Unit	Continuously slash at high speed with blades in flame.
Flame Vortex	3	Fire +6	6	0	50	Area	Spin like a top and slash at high speed
Dragon Rage	3	Fire +6	6	-15	65	Unit	Slash at high speed like a dance.
Orchid Dance	2	Wood +3	6	5	30	Unit	Continuously slash at high speed.
Splinter Slash	2	Wood +3	6	0	30	Area	Spin like a top and slash at high speed
Gale of Swords	2	Wood +3	6	-10	45	Unit	Slash at high speed like a dance.
Orchid Strike	3	Wood +6	6	5	50	Unit	Continuously slash at high speed.
Wildflower	3	Wood +6	6	0	50	Area	Spin like a top and slash at high speed
Typhoon Blade	3	Wood +6	6	-15	65	Unit	Slash at high speed like a dance.
Thunder Dance	2	Thunder +3	6	5	30	Unit	Spin like a top and slash at high speed
Thunder Coil	2	Thunder +3	6	0	30	Area	Spin like a top and slash at high speed
Lightning Rage	2	Thunder +3	6	-10	45	Unit	Slash at high speed like a dance.
Storm Strike		Thunder +6	6	5	50	Unit	Spin like a top and slash at high speed
Tempest Strike	3	Thunder +6	6	0	50	Area	Spin like a top and slash at high speed
Storm Rage	3	Thunder +6	6	-15	65	Unit	Slash at high speed like a dance.
Dark Dance	2	Darkness +3	6	5	30	Unit	Continuously slash at high speed with blades in darkness.
Swirling Dark	2	Darkness +3	6	0	30	Area	Spin like a top and slash at high speed
Twin Darkness	2	Darkness +3	6	-10	45	Unit	Slash at high speed like a dance.
Darkness Slash	3	Darkness +6	6	5	50	Unit	Continuously slash at high speed with blades in darkness.
Terror Cyclone	3	Darkness +6	6	0	50	Area	Spin like a top and slash at high speed
Evil Twin	3	Darkness +6	6	-15	65	Unit	Slash at high speed like a dance.

PHYSICAL ATTACK SKILLS (CONTINUED)

Bladem	aster Sk	cills					
NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Cross Slash	1 1		6	5	10	Unit	Slash diagonally, and then slash diagonally from the other side.
Crack Beat	1	-	6	0	10	Area	Jump and strike down from head to toe.
Revolver	1		6	-5	10	Area	Spin like a top and slash at high speed.
Gan Slash	2	Earth +3	7	0	30	Unit	Slash diagonally, and then slash diagonally from the
			q				other side.
Gan Crack	2	Earth +3	7	10	30	Area	Jump and strike down from head to toe.
Gan Revolver	2	Earth +3	7	-5	30	Area	Spin like a top and slash at high speed.
GiGan Slash	3	Earth +6	8	0	50	Unit	Slash diagonally, and then slash diagonally from the other side.
GiGan Crack	3	Earth +6	8	10	50	Area	Jump and strike down from head to toe.
Ganz Spiral	3	Earth +6	8	-5	50	Area	Spin like a top and slash at high speed.
Rue Slash	2	Water +3	7	0	30	Unit	Slash diagonally, and then slash diagonally from the
							other side.
Rue Crack	2	Water +3	7	10	30	Area	Jump and strike down from head to toe.
Rue Revolver	2	Water +3	7	-5	30	Area	Spin like a top and slash at high speed.
GiRue Slash	3	Water +6	8	0	50	Unit	Slash diagonally, and then slash diagonally from the other side.
GiRue Crack	3	Water +6	8	10	50	Area	Jump and strike down from head to toe.
Ruem Spiral	3	Water +6	8	-5	50	Area	Spin like a top and slash at high speed.
Vak Slash	2	Fire +3	7	0	30	Unit	Slash diagonally, and then slash diagonally from the
							other side.
Vak Crack	2	Fire +3	7	10	30	Area	Jump and strike down from head to toe.
Vak Revolver	2	Fire +3	7	-5	30	Area	Spin like a top and slash at high speed.
GiVak Slash	3	Fire +6	8	0	50	Unit	Slash diagonally, and then slash diagonally from the other side.
GiVak Crack	3	Fire +6	8	10	50	Area	Jump and strike down from head to toe.
Vakz Spiral	3	Fire +6	8	-5	50	Area	Spin like a top and slash at high speed.
Ani Slash	2	Darkness +3	7	0	30	Unit	Slash diagonally, and then slash diagonally from the
							other side.
Ani Crack	2	Darkness +3	7	10	30	Area	Jump and strike down from head to toe.
Ani Revolver	2	Darkness +3	7	-5	30	Area	Spin like a top and slash at high speed.
GiAni Slash	3	Darkness +6	8	0	50	Unit	Slash diagonally, and then slash diagonally from the other side.
GiAni Crack	3	Darkness +6	8	10	50	Area	Jump and strike down from head to toe.
Anid Spiral	3	Darkness +6	8	-5	50	Area	Spin like a top and slash at high speed.

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NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Death Bringer	1	51 March - 200 and	6	20	10	Unit	Somersault forward and strike down. 2H Sword skill.
Hayabusa	1	-	6	0	10	Area	Quick draw attack dicing the opponent in a flash. Katana skill.
Calamity	1		6	-5	10	Unit	Powerful attack above and below the waist. 2H Sword skill.
Sohgasho	1	- /	6	-5	15	Unit	Powerful attack above and below the waist. Katana skill.
Gan Smash	2	Earth +3	7	20	30	Unit	Somersault forward and strike down. 2H Sword skill.
Danku	2	Earth +3	7	0	30	Area	Quick draw attack dicing the opponent in a flash. Katana skill.
Gan Drive	2	Earth +3	7	-5	30	Unit	Powerful attack above and below the waist. 2H Sword skill.
Gohryu	2	Earth +3	7	-5	40	Unit	Powerful attack above and below the waist. Katana skill.
Gan Divider	3	Earth +6	8	20	50 .	Unit	Somersault forward and strike down. 2H Sword skill.
Kyokushin	3	Earth +6	8	0	50	Area	Quick draw attack dicing the opponent in a flash. Katana skill.
Ganz Maxima	3	Earth +6	8	-5	50	Unit	Powerful attack above and below the waist. 2H Sword skill.

PHYSICAL ATTACK SKILLS (CONTINUED)

Heavy Blade Skills continued

NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Gohrai	3	Earth +6	8	-5	50	Unit	Powerful attack above and below the waist. Katana skill.
Vak Smash	2	Fire +3	7	20	30	Unit	Somersault forward and strike down. 2H Sword skill.
Karin	2	Fire +3	7	0	30	Area	Quick draw attack dicing the opponent in a flash. Katana skill.
Vak Drive	2	Fire +3	7	-5	30	Unit	Powerful attack above and below the waist. 2H Sword skill.
Kannon	2	Fire +3	7	-5	40	Unit	Powerful attack above and below the waist. Katana skill.
Vak Divider	3	Fire +6	8	20	50	Unit	Somersault forward and strike down. 2H Sword skill.
Ohka	3	Fire +6	8	0	50	Area	Quick draw attack dicing the opponent in a flash. Katana skill.
Vak Maxima	3	Fire +6	8	-5	50	Unit	Powerful attack above and below the waist. 2H Sword skill.
Garekka	3	Fire +6	8	-5	60	Unit	Powerful attack above and below the waist. Katana skill.
Juk Smash	2	Wood +3	7	20	30	Unit	Somersault forward and strike down. 2H Sword skill.
Hirameki	2	Wood +3	7	0	30	Area	Quick draw attack dicing the opponent in a flash. Katana skill.
Juk Drive	2	Wood +3	7	-5	30	Unit	Powerful attack above and below the waist. 2H Sword skill.
Kitsutsuki	2	Wood +3	7	-5	40	Unit	Powerful attack above and below the waist. Katana skill.
Juk Divider	3	Wood +6	8	20	50	Unit	Somersault forward and strike down. 2H Sword skill.
Karatakewari	3	Wood +6	8	0	50	Area	Quick draw attack dicing the opponent in a flash. Katana skill.
Juka Maxima	3	Wood +6	8	-5	50	Unit	Powerful attack above and below the waist. 2H Sword skill.
Kamikusabi	3	Wood +6	8	-5	60	Unit	Powerful attack above and below the waist. Katana skill.
Rai Smash	2	Thunder +3	7	20	30	Unit	Somersault forward and strike down. 2H Sword skill.
Raika	2	Thunder +3	7	0	30	Area	Quick draw attack dicing the opponent in a flash. Katana skill.
Rai Drive	2	Thunder +3	7	-5	30	Unit	Powerful attack above and below the waist. 2H Sword skill.
Rairaku	2	Thunder +3	7	-5	40	Unit	Powerful attack above and below the waist. Katana skill.
Rai Divider	3	Thunder +6	8	20	50	Unit	Somersault forward and strike down. 2H Sword skill.
Murakumo	3	Thunder +6	8	0	50	Area	Quick draw attack dicing the opponent in a flash. Katana skill.
Raio Maxima	3	Thunder +6	8	-5	50	Unit	Powerful attack above and below the waist. 2H Sword skill.
Unyo no Tachi	3	Thunder +6	8	-5	60	Unit	Powerful attack above and below the waist. Katana skill.

Heavy Axeman Skills

NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Axel Pain	1		6	15	10	Area	Spin the blade and strike down with force.
Triple Wield	1	-	6	0	10	Area	Hold the weapon parallel and spin side-ways.
Brandish	1	-	6	-5	10	Area	Swing the axe. Range increases with use.
Gan Break	2	Earth +3	7	15	30	Area	Wide range damage from tremors and boulders.
Gan Tornado	2	Earth +3	7	0	30	Area	Hold the weapon parallel and spin side-ways.
Gan Basher	2	Earth +3	7	-5	30	Area	Swing the axe. Range increases with use.
GiGan Break	3	Earth +6	8	15	50	Area	Wide range damage from tremors and boulders.
GiGan Rampage	3	Earth +6	8	0	50	Area	Hold the weapon parallel and spin side-ways.
Ganz Punish	3	Earth +6	8	-5	50	Area	Swing the axe. Range increases with use.
Rue Break	2	Water +3	7	15	30	Area	Spin the blade and strike down with force.
Rue Tornado	2	Water +3	7	0	30	Area	Hold the weapon parallel and spin side-ways.
Rue Basher	2	Water +3	7	-5	30	Area	Swing the axe. Range increases with use.
GiRue Break	3	Water +6	8	15	50	Area	Wide range damage from tremors and boulders.
GiRue Rampage	3	Water +6	8	0	50	Area	Hold the weapon parallel and spin side-ways.
Ruem Punish	3	Water +6	8	-5	50	Area	Swing the axe. Range increases with use.
Rai Break	2	Thunder +3	7	15	30	Area	Spin the blade and strike down with force.
Rai Tornado	2	Thunder +3	7	0	30	Area	Hold the weapon parallel and spin side-ways.
Rai Basher	2	Thunder +3	7	-5	30	Area	Swing the axe. Range increases with use.
GiRai Break	3	Thunder +6	8	15	50	Area	Wide range damage from tremors and boulders.
GiRai Rampage	3	Thunder +6	8	0	60	Area	Hold the weapon parallel and spin side-ways.
Raio Punish	3	Thunder +6	8	-5	50	Area	Swing the axe. Range increases with use.
Ani Break	2	Darkness +3	7	15	30	Area	Spin the blade and strike down with force.
Ani Tornado	2	Darkness +3	7	0	30	Area	Hold the weapon parallel and spin side-ways.
Ani Basher	2	Darkness +3	7	-5	30	Area	Swing the axe. Range increases with use.
GiAni Break	3.	Darkness +6	8	15	50	Area	Wide range damage from tremors and boulders.
GiAni Rampage	3	Darkness +6	8	0	50	Area	Hold the weapon parallel and spin side-ways.
Anid Punish	3	Darkness +6	8	-5	50	Area	Swing the axe. Range increases with use.

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PHYSICAL ATTACK SKILLS (CONTINUED)

Long Ari	m Skil	ls					
NAME	Leve	L ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Triple Doom	1 algold	rate a torresponden ro	6	0	10	Unit	Powerful attack above and below the waist.
Repulse Cage	1	-	6	-5	10	Area	Spin the spear in one hand and slash repeatedly.
Double Sweep	123011	ol salikeline sam	6	0	10	Area	Slash parallel to the ground. Range increases with level.
Rue Doom	2	Water +3	7	0	30	Unit	Powerful attack above and below the waist.
Rue Repulse	2	Water +3	7	-5	30	Area	Spin the spear in one hand and slash repeatedly.
Rue Wipe	2	Water +3	7	0	30	Area	Slash parallel to the ground. Range increases with level.
GiRue Doom	3	Water +6	8	0	50	Unit	Powerful attack above and below the waist.
GiRue Vortex	3	Water +6	8	-5	50	Area	Spin the spear in one hand and slash repeatedly.
Ruem Tempest	3	Water +6	8	0	50	Area	Slash parallel to the ground. Range increases with level.
Vak Doom	2	Fire +3	7	0	30	Unit	Powerful attack above and below the waist.
Vak Repulse	2	Fire +3	919.7	-5	30	Area	Spin the spear in one hand and slash repeatedly.
Vak Wipe	2	Fire +3	7	0	30	Area	Slash parallel to the ground. Range increases with level.
GiVak Doom	3	Fire +6	8	0	50	Unit	Powerful attack above and below the waist.
GiVak Vortex	3	Fire +6	8	-5	50	Area	Spin the spear in one hand and slash repeatedly.
Ruem Tempest	3	Fire +6	8	0	50	Area	Slash parallel to the ground. Range increases with level.
Juk Doom	2	Wood +3	7	0	30	Unit	Powerful attack above and below
Juk Repulse	2	Wood +3	7	-5	30	Area	Spin the spear in one hand and
Juk Wipe	2	Wood +3	7	0	30	Area	Slash parallel to the ground.
GiJuk Doom	3	Wood +6	8	0	50	Unit	Powerful attack above and below the waist.
GiJuk Vortex	3	Wood +6	8	-5	50	Area	Spin the spear in one hand and slash repeatedly.
Juka Tempest	3	Wood +6	8	0	50	Area	Slash parallel to the ground. Range increases with level.
Rai Doom	2	Thunder +3	7	0	30	Unit	Powerful attack above and below the waist.
Rai Repulse	2	Thunder +3	7	-5	30	Area	Spin the spear in one hand and slash repeatedly.
Rai Wipe	2	Thunder +3	7	0	30	Area	Slash parallel to the ground. Range increases with level.
GiRai Doom	3	Thunder +6	8	0	50	Unit	Powerful attack above and below the waist.
GiRai Vortex	3	Thunder +6	8	-5	50	Area	Spin the spear in one hand and slash repeatedly.
Raio Tempest	3	Thunder +6	8	0	50	Area	Slash parallel to the ground. Range increases with level.

MAGICAL ATTACK SKILLS

Earth Sp	ells						
NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Gan Don	1	Earth +1	6	20	10	Area	Drop stone on the target.
GiGan Don	2	Earth +2	8	20	20	Area	Drop stones on the target.
OrGan Don	3	Earth +3	10	20	40	Area	Drop boulders on the target.
PhaGan Don	4	Earth +4	12	20	60	Area	Drop boulders on the target.
Gan Rom	1	Earth +1	5	10	10	Area	Generate a tornado.
MeGan Rom	2	Earth +3	6	10	20	Area	Generate a tornado.
OrGan Rom	3	Earth +5	7	10	40	Area	Generate a tornado.
PhaGan Rom	4	Earth +7	8	10	60	Area	Generate a tornado.
Gan Zot	1	Earth +1	7	15	20	Area	Raise stone columns below the target.
GiGan Zot	2	Earth +2	9	15	30 · ·	Area	Raise stone columns below the target.
OrGan Zot	3	Earth +3	11	15	50	Area	Raise stone columns below the target.
PhaGan Zot	4	Earth +4	13	15	70	Area	Raise stone columns below the target.
Yarthkins	1	Earth +25	25	99	50	Area	Summon Yarthkins.
Yarthkins Ch	2	Earth +35	35	99	70	Area	Summon Yarthkins.
Yarthkins Rf	3	Earth +45	45	99	90	Area	Summon Yarthkins.
Yarthkins Pha	4	Earth +55	55	99	110	Area	Summon Yarthkins.

MAGICAL ATTACK SKILLS (CONTINUED)

Water Spells

NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Rue Rom	1	Water +1	5	10	10	Area	Generate a tornado with ice blocks.
MeRue Rom	2	Water +3	6	10	20	Area	Generate a tornado with ice blocks.
OrRue Rom	3	Water +5	7	10	40	Area	Generate a tornado with ice blocks.
PhaRue Rom	4	Water+7	8	10	60	Area	Generate a tornado with ice blocks.
Rue Kruz	1	Water +2	8	30	10	Unit	Ice blocks converge on the target.
GiRue Kruz	2	Water +4	10	30	20	Unit	Ice blocks converge on the target.
MeRue Kruz	3	Water +6	12	30	40	Unit	Ice blocks converge on the target.
PhaRue Kruz	4	Water +10	14	30	60	Unit	Ice blocks converge on the target.
Rue Zot	1	Water +1	7	15	20	Area	Raise ice columns below the target.
MeRue Zot	2	Water +2	9	15	30	Area	Raise ice columns below the target.
LaRue Zot	3	Water +3	11	15	50	Area	Raise ice columns below the target.
PhaRue Zot	4	Water +4	13	15	70	Area	Raise ice columns below the target.
Merrows	1	Water +25	25	99	50	Area	Summon Merrows
Merrows Ch	2	Water +35	35	99	70	Area	Summon Merrows.
Merrows Rf	3	Water +45	45	99	90	Area	Summon Merrows.
Merrows Pha	4	Water +55	55	99	110	Area	Summon Merrows.

Fire Spells

NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Vak Don	1	Fire +1	6	20	10	Area	Drop a fire ball on the target.
GiVak Don	2	Fire +2	8	20	20	Area	Drop fire balls on the target.
RaVak Don	3	Fire +3	10	20	40	Area	Drop fire balls on the target.
PhaVak Don	4	Fire +4	12	20	60	Area	Drop fire balls on the target.
Vak Rom	1	Fire +1	5	10	10	Area	Generate a tornado with fire.
BiVak Rom	2	Fire +3	6	10	20	Area	Generate a tornado with fire.
OrVak Rom	3	Fire +5	7	10	40	Area	Generate a tornado with fire
PhaVak Rom	4	Fire +7	8	10	60	Area	Generate a tornado with fire.
Vak Kruz	1	Fire +2	8	30	10	Unit	Fire balls converge on the target.
GiVak Kruz	2	Fire +4	10	30	20	Unit	Fire balls converge on the target.
MeVak Kruz	3	Fire +6	12	30	40	Unit	Fire balls converge on the target.
PhaVak Kruz	4	Fire +10	14	30	60	Unit	Fire balls converge on the target.
Vulcan	1	Fire +25	25	99	50	Area	Summon Vulcan.
Vulcan Ch	2	Fire +35	35	99	70	Area	Summon Vulcan.
Vulcan Rf	3	Fire +45	45	99	90	Area	Summon Vulcan
Vulcan Pha	4	Fire +55	55	99	110	Area	Summon Vulcan.

Wood Spells

NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Juk Rom	1	Wood +1	5	10	10	Area	Generate a tornado with leaves.
BiJuk Rom	2	Wood +3	6	10	20	Area	Generate a tornado with leaves.
RaJuk Rom	3	Wood +5	7	10	40	Area	Generate a tornado with leaves.
PhaJuk Rom	4	Wood +7	8	10	60	Area	Generate a tornado with leaves.
Juk Kruz	1	Wood +2	8	30	10	Unit	Tree branches converge on the target.
MeJuk Kruz	2	Wood +4	10	30	20	Unit	Tree branches converge on the target.
OrmJuk Kruz	3	Wood +6	12	30	40	Unit	Tree branches converge on the target.
PhaJuk Kruz	4	Wood +10	14	30	60	Unit	Tree branches converge on the target.
Juk Zot	1	Wood +1	7	15	20	Area	Raise trees below the target.
RaJuk Zot	2	Wood +2	9	15	30	Area	Raise trees below the target.
OrJuk Zot	3	Wood +3	11	15	50	Area	Raise trees below the target.
PhaJuk Zot	4	Wood +4	13	15	70	Area	Raise trees below the target.
Krake	1	Wood +25	25	99	50	Area	Summon Krake.
Krake Ch	2	Wood +35	35	99	70	Area	Summon Krake.
Krake Rf	3	Wood +45	45	99	90	Area	Summon Krake.
Krake Pha	4	Wood +55	55	99	110	Area	Summon Krake.

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MAGICAL ATTACK SKILLS (CONTINUED)

Thund	er Spells
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NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Rai Don	1	Thunder +1	6	20	10	Area	Drop lightning on the target.
MeRai Don	2	Thunder +2	8	20	20	Area	Drop lightning on the target.
GiRai Don	3	Thunder +3	10	20	40	Area	Drop lightning on the target.
PhaRai Don	4	Thunder +4	12	20	60	Area	Drop lightning on the target.
Rai Rom	1	Thunder +1	5	10	10	Area	Generate a tornado with plasma.
GiRai Rom	2	Thunder +3	6	10	20	Area	Generate a tornado with plasma.
MeRai Rom	3	Thunder +5	7	10	40	Area	Generate a tornado with plasma.
PhaRai Rom	4	Thunder +7	8	10	60	Area	Generate a tornado with plasma.
Rai Kruz	1	Thunder +2	8	30	10	Unit	Thunder balls converge on the target.
MeRai Kruz	2	Thunder +4	10	30	20	Unit	Thunder balls converge on the target.
OrmRai Kruz	3	Thunder +6	12	30	40	Unit	Thunder balls converge on the target.
PhaRai Kruz	4	Thunder +10	14	30	60	Unit	Thunder balls converge on the target.
Lanceor	1	Thunder +25	25	99	50	Area	Summon Lanceor.
Lanceor Ch	2	Thunder +35	35	99	70	Area	Summon Lanceor.
Lanceor Rf	3	Thunder +45	45	99	90	Area	Summon Lanceor.
Lanceor Pha	4	Thunder +55	55	99	110	Area	Summon Lanceor.
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	Spells

NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Ani Don	1	Darkness +1	6	20	10	Area	Drop a skull on the target.
BiAni Don	2	Darkness +2	8	20	20	Area	Drop skulls on the target.
OrbiAni Don	3	Darkness +3	10	20	40	Area	Drop skulls on the target.
PhAni Don	4	Darkness +4	12	20	60	Area	Drop skulls on the target.
Ani Kruz	1	Darkness +2	8	30	10	Unit	Skulls converge on the target.
MeAni Kruz	2	Darkness +4	10	30	20	Unit	Skulls converge on the target.
OrmeAni Kruz	3	Darkness +6	12	30	40	Unit	Creatures of darkness converge on the target.
PhAni Kruz	4	Darkness +10	14	30	60	Unit	Creatures of darkness converge on the target.
Ani Zot	1	Darkness +1	7	15	20	Area	Raise dark claws below the target.
MeAni Zot	2	Darkness +2	9	15	30	Area	Raise dark claws below the target.
OrmeAni Zot	3	Darkness +3	11	15	50	Area	Raise dark claws below the target.
PhAni Zot	4	Darkness +4	13	15	70	Area	Raise dark claws below the target.
Wryneck	1	Darkness +25	25	99	50	Area	Summon Wryneck.
Wryneck Ch	2	Darkness +35	35	99	70	Area	Summon-Wryneck.
Wryneck Rf	3	Darkness +45	45	99	90	Area	Summon Wryneck.
Wryneck Pha	4	Darkness +55	55	99	110	Area	Summon Wryneck.

OTHER SPELLS AND SKILLS

Recovery Spells

NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Repth	1		0	5	10	Unit	Restore 150 HP.
Ol Repth	2		0	5	30	Unit	Restore 400 HP.
Pha Repth	3		0	5	50	Unit	Restore HP to maximum.
La Repth	1		0	5	20	Area	Recover target and any near-by member's HP by 150HP.
Ola Repth	2		0	5	40	Area	Recover target and any near-by member's HP by 400HP.
Phal Repth	3		0	5	60	Area	Recover target and any near-by members's HP to maximum.
Rip Teyn	1	•	0	5	10	Unit	Cure poison, paralysis, speed down and decrease in physical status.
Rip Synk	1	-	0	5	10	Unit	Cure curse, sleep, confusion, charm, and decrease in magical status.
Rip Maen	1	-	0	5	40	Unit	Revive target from a ghost.

OTHER SPELLS AND SKILLS (CONTINUED)

Strengthening Spells

NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Ap Corv	1	-	5	5	15	Unit	Increase target's attack.
Ap Vorv	1	-	5	5	15	Unit	Increase target's defense.
Ap Torv	1	•	0	15	15	Unit	Increase target's accuracy.
Ap Corma	1		5	5	15	Unit	Increase target's magic.
Ap Vorma	1	•	5	5	15	Unit	Increase target's magic defense.
Ap Torma	1		0	15	15	Unit	Increase target's magic accuracy.
Ap Ganz	1	Earth +10	0	5	10	Area	Increase target and any near-by member's Earth Element.
Ap Ruem	1	Water +10	0	5	10	Area	Increase target and any near-by member's Water Element.
Ap Vakz	1	Fire +10	0	5	10	Area	Increase target and any near-by member's Fire Element.
Ap Juka	1	Wood +10	0	5	10	Area	Increase target and any near-by member's Wood Element.
Ap Raio	1	Thunder +10	0	5	10	Area	Increase target and any near-by member's Thunder Element.
Ap Anid	1	Darkness +10	0	5	10	Area	Increase target and any near-by member's Darkness Element.

Weakening Spells

NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Duk Lei	1	and the state of the state of	0	5	20	Unit	Poison a target. HP decrease with time.
Suvi Lei	1		0	5	20	Unit	Paralyze a target. Unable to move for a set time.
Dek Do	1	•	0	5	20	Unit	Slow down a target. Speed down movement for a set time.
Miu Lei	1	7 - 10 10 10 10 10 10 10 10 10 10 10 10 10	0	5	40	Unit	Charm a target. Attack allies for a set time.
Mumyn Lei	1	-	0	5	30	Unit	Put a target to sleep. Unable to move for a set time.
Ranki Lei	1		0	5	30	Unit	Confuse a target. Attack allies and enemies for a set time
Maj Lei	1		0	5	30	Unit	Curse a target. SP decreases with time.
Dek Corv	1		-10	5	15	Unit	Decrease target's attack.
Dek Vorv	1		-10	5	15	Unit	Decrease target's defense.
Dek Torv	1	ASSISTANCE THE GLERK D	0	-20	15	Unit	Decrease target's accuracy.
Dek Corma	1		-10	5	15	Unit	Decrease target's magic.
Dek Vorma	1	to the the busy the cu	-10	5	15	Unit -	Decrease target's magic defense.
Dek Torma	1	GA COLUMN	0	-20	15	Unit	Decrease target's magic accuracy.
Dek Ganz	1	Earth -15	0	5	10	Area	Decrease target and any near-by member's Earth Element.
Dek Ruem	1	Water -15	0	5	10	Area	Decrease target and any near-by member's Water Element.
Dek Vakz	1	Fire -15	0	5	10	Area	Decrease target and any near-by member's Fire Element.
Dek Juka	1	Wood -15	0	5	10	Area	Decrease target and any near-by member's Wood Element.
Dek Raio	1	Thunder -15	0	5	10	Area	Decrease target and any near-by member's Thunder Element.
Dek Anid	1	Darkness -15	0	5	10	Area	Decrease target and any near-by member's Darkness Element.
Rig Saem	1	TO STATE OF THE ST	0	5	15	Unit	Harmonize a target. Recover HP with time.
Rig Geam	1		0	5	25	Unit	Bless a target. Recover SP with time.
Ap Do	1		0	5	15	Unit	Speed up a target. Temporary increase in speed of movement.

Special Spells

NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Meooow	1	All +1	25	99	70	Area	Summon Black Cat Gang!
Stuck?	1	All +10	60	99	130	Area	Summon a creature from a strange dimension!
Summon Goblin	1	-	15	99	25	Area	Summon a giant goblin!
More Goblins	2	-	30	99	45	Area	Summon a giant goblin!
Goblin King	3	-	45	99	65	Area	Summon a giant goblin!
King of Goblins	4		60	99	85	Area	Summon a giant goblin!

Data Drain Spells

NAME	LEVEL	ELEMENT	AP	AC	SP	TARGET	DESCRIPTION
Data Drain	1		0	0	10	Unit	Drain data and decrease level. Effective only on "PROTECT BREAK"
Drain Arc	1		0	0	20	Area	Data Drain multiple enemies.
2128 Drain	1.	-	0	0	30	Unit	Data Drain one enemy. Possibility of a rare item is high.
Drain Heart	1		0	0	40	Area	Data Drain multiple enemies. Possibility of a rare item is high.

EQUIPMENT LIST



Equipping the following items raises and lowers the character's various physical, magical and elemental parameters, and enables the use of assorted skills and spells. Equipment is largely specific to a particular character class. If you are used to playing RPGs, it will come as no shock to learn that Wavemasters can only equip the lightest of armor, while the only characters who can use the heaviest armor are the brawny Heavy Axemen and Heavy Blades. To make navigation easier equipment has been divided up into tables by armor class (Head, Body, Hand and Leg) and by type (Light, Basic, and Heavy).

Items marked with an (*) and shown in a different color are RARE items. These items are usually acquired through trade, battle or by winning events like Gott Statue race.

Tables Explained	d
NAME	ITEM NAME.
Lv (Level)	The level of the item.
B/S (Buy/Sell)	Price of an item when bought or sold in a store.
P/M (Physical/Magical)	Changes to the character's Physical and Magical Attack (Atk), Defense (Def), Accuracy
11 (41 A)	(Acc) and Evasion (Evd) when the item is equipped.
Element	Changes to the elemental attribute values (Earth, Water, Fire, Wood, Thunder and
THE STATE OF THE S	Darkness) when the item is equipped.
M/B Res (Mind/Body Resistance)	Level of resistance to attacks against the mind (Curse, Sleep, Confuse, Charm and Magical
1000 BERT 1000 BERT 100	Ability Down) and the body (Poison, Paralysis, Speed Down, Physical Ability Down and
	Attribute Down).
Skill	List of Skills available when the item is equipped.
Notes	Lists added effects of weapons when the item is equipped.
Obtain	How to acquire the item: S (Shop), C (Chest or breakable item), T (Trade), E (Event), M
	(monster), SM (Spring of Myst)

HEAD ARMOR

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Bandana	1	400/200	0/0	0/2	0/0	0/6	1	1	1	1	1	1	4/0	Repth	N/A	C/S/SM
Time Headband*	4	-/350	0/0	0/0	0/0	25/0	0	0	0	0	0	0	0/0	Ap Do	N/A	E
Steel Cap	6	800/400	0/0	0/3	0/0	0/7	1	1	1	1	1	1	5/0	Repth	N/A	C/S/SM
Cougar Bandana	11	-/600	0/0	0/3	0/0	0/8	1	1	1	1	1	1	6/0	La Repth	N/A	C/M/SM
Raccoon Earcap	16	-/800	0/0	0/3	0/0	0/9	2	4	0	2	2	2	7/0	La Repth	N/A	C/SM
Bent Glasses*	18	-/900	0/5	0/2	0/15	0/3	2	2	2	2	2	2	0/0	Duk Lei, Dek Torma	N/A	E
Newt Necklace	21	-/1000	0/0	0/3	0/0	0/10	2	0	4	2	2	2	8/0	La Repth	N/A	C/SM
Scarab Earring	26	-/1200	0/0	0/3	0/0	0/11	0	2	2	4	2	2	9/0	La Repth, Rip Maen	N/A	C/M/SM
Thunder Torque	31	2800/1400	0/0	0/3	0/0	0/12	2	2	2	2	4	0	10/0	La Repth, Rip Maen	N/A	S/C/M/S
Bat Earrings	36	-/1600	0/0	1/4	-2/0	-2/12	2	2	2	2	0	4	10/0	Ola Repth, Rip Maen	N/A	C/M/SM
Gold Necklace	41	-/1800	0/0	2/4	-3/1	-3/13	1	1	1	1	1	1	10/1	Ola Repth, Rip Maen	N/A	C/M/SM
War Headband	46	-/2000	0/0	1/5	-4/1	-4/13	1	1	1	1	1	1	11/1	Ola Repth, Rip Maen	N/A	C/M/SM
Imp Earrings	51	4400/2200	0/0	2/5	-5/1	-5/14	2	2	2	2	2	2	11/2	Ola Repth, Rip Maen	N/A	C/S/M/S
Dragon Crest	56	-/2400	0/1	1/6	-4/1	-4/14	5	1	1	0	1	1	12/2	Ola Repth, Rip Maen	N/A	C/M/SM
Fox Crest	61	-/2600	0/1	2/6	-4/1	-4/15	1	5	0	1	1	1	12/3	Ola Repth, Rip Maen	N/A	C/M/SM
Wolf Crest	66	-/2800	0/1	2/7	-3/1	-3/15	1	0	- 5	1	1	1	12/4	Ola Repth, Rip Maen	N/A	- C/M/SM
Owl Crest	71	-/3000	0/2	3/7	-3/2	-3/18	0	1	1	5	1	1	12/5	Phal Repth, Rip Maen	N/A	C/T/M/S
Rat Crest	76	-/3200	0/2	3/8	-2/3	-2/16	1	1	1	1	5	0	12/6	Phal Repth, Rip Maen	N/A	T/M/SM
Raven Crest	82	-/3400	0/2	3/8	-1/3	-1/17	1	1	1	1	0	5	12/7	Phal Repth, Rip Maen	N/A	C/T/M/S
Blade's Chain	87	-/3600	0/3	4/9	-1/4	-1/17	2	2	2	2	2	2	12/8	Phal Repth, Rip Maen	N/A	C/T/SM
Angel Chain	92	-/3800	0/3	4/9	-1/4	-1/18	3	3	3	3	3	3	12/9	Phal Repth, Rip Maen	N/A	C/T/M/S
Golden Crown	97	-/4000	0/3	4/10	-1/5	-1/18	4	4	4	4	4	x4	12/10	Phal Repth, Rip Maen	No Damage +10	C/T/M

73

78

83

88

93

98

-/3050

-/3250

-/3450

-/3650

-/3850

-/4050

-2/5

0/0

1/2

5/0

1/2

0/1

4/5

5/4

4/6

6/4

5/6

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0/3

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10/11 1

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11/11 4

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3/11 3

2

3

4

2 2

3 3 3

4 4

9/9

5/5

4/4

5/5

5/5

5/5

0

5

3

Ola Repth, Rip Maen

Pha Repth, Rip Teyn

Pha Repth, Rip Teyn

Pha Repth, Rip Synk

Pha Repth, Rip Maen

Pha Repth, Rig Geam

N/A

N/A

N/A

N/A

N/A

T/SM

C/T/M/SM

C/T/SM

C/T/SM

No Damage +10 C/T/M

Cats Hat*

Giraffe Hood

Night Ape Hood

Matador Hood

Angel's Cap

Fallen Pope

HEAD ARMOR (CONTINUED)

NAME	Lv	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	Notes	OBTAIN
Nomad's Hood	2	-/250	0/0	1/1	0/0	1/1	1	1	1	1	1	1	0/0	Repth	N/A	C/T/M/SN
Goblin Cap*	6	-/400	0/0	1/0	0/0	0/0	0	0	0	0	0	0	0/20	Maj Lei	N/A	E
Guard Cap	7	900/450	0/0	1/1	0/0	2/2	1	1	1	1	1	1	0/0	Repth	N/A	S/C/SM
Goblin Cap A*	8	-/500	0/0	2/0	0/0	0/0	0	0	0	0	0	0	0/40	Maj Lei	N/A	E
Goblin Cap S*	11	-/600	0/0	3/0	0/0	0/0	0	0	0	0	0	0	0/60	Maj Lei	N/A	Е
Hunter's Hood	12	-/650	0/0	2/2	0/0	3/3	4	1	1	1	1	1	1/1	Repth	N/A	C/M/SM
Goblin Cap Z*	13	-/700	0/0	4/4	0/0	10/0	2	2	2	2	2	2	0/80	Maj Lei	N/A	E
Ice Hunter Cap	17	-/850	0/0	2/2	0/0	4/4	2	4	0	2	2	2	2/2	Repth	N/A	C/M/SM
Fire Dance Hat	22	-/1050	0/0	2/2	0/0	5/5	2	0	4	2	2	2	3/3	Repth	N/A	C/M/SM
Peasant's Cap	27	-/2250	0/0	2/2	0/0	6/6	0	2	2	4	2	2	4/4	Repth, Rip Maen	N/A	C/M/SM
Lightning Cap	32	-/1450	0/0	2/2	0/0	7/7	2	2	2	2	4	0	5/5	Repth, Rip Maen	N/A	C/SM
Darkness Hood	37	3300/1650	0/0	3/3	1/0	7/7	2	2	2	2	0	4	5/5	Ol Repth, Rip Maen	N/A	S/C/M/SI
Golden Turban	42	-/1850	1/1	3/3	0/1	0/9	2	2	2	2	2	2	5/5	Ol Repth, Rip Maen	N/A	C/M/SM
Infantry Cap	47	-/2050	0/0	3/3	1/0	7/7	2	2	2	2	2	2	6/6	Ol Repth, Rip Synk	N/A	C/M/SM
Demon's Cap	52	4500/2250	1/1	3/4	0/2	0/9	2	2	2	2	2	2	6/6	Ol Repth, Rip Teyn	N/A	S/C/SM
Eagle Hood	57	-/2450	0/0	4/4	1/0	7/7	5	1	1	0	1	1	5/5	Ol Repth, Rip Synk	N/A	C/M/SM
Ice Tiger Hood	63	-/2650	0/1	4/5	0/2	3/9	1	5	0	1	1	1	5/5	Ol Repth, Rip Teyn	N/A	C/M/SM
Fire Lion Hood	68	-/2850	0/0	5/4	1/0	9/9	1	0	5	1	1	1	5/5	Ol Repth, Rip Teyn	N/A	C/SM
Cave Bear Hood	73	-/3050	0/2	4/5	0/2	3/11	0	1	1	5	1	1	4/4	Pha Repth, Rip Synk	N/A	S/C/T/M/
Lady's Cap*	73	-/3050	0/2	-10/5	0/30	-10/11	0	0	0	0	0	0	5/5	Pha Repth, Maj Lei	N/A	E

NAME	Lv	B/S	P/M ATK	P/M Def	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Head Gear	3	-/300	0/0	2/0	0/0	6/0	1	1	1	1	1	1	0/4	Ap Ganz	N/A	C/M/SM
Ceramic Helm*	7	-/450	0/0	2/5	0/0	3/5	1	1	1	1	1	1	1/2	Rig Saem, Rig Geam	N/A	E
Face Guard	8	1000/500	0/0	3/0	0/0	7/0	1	1	1	1	1	1	0/5	Ap Ruem	N/A	S/C/SM
Mountain Helm	13	-/700	0/0	3/0	0/0	8/0	1	1	1	1	1	1	0/6	Ap Ganz	N/A	C/M/SN
Ice Helm	18	-/900	0/0	3/0	0/0	10/0	2	4	0	2	2	2	0/7	Ap Ruem	N/A	C/M/SN
Fire Helm	23	-/1100	0/0	3/0	0/0	10/0	2	0	4	2	2	2	0/8	Ap Vakz	N/A	C/M/SN
Forester Helm	28	-/1300	0/0	3/0	0/0	11/0	0	2	2	4	2	2	0/9	Ap Juka, Ap Vorma	N/A	C/T/M/S
Stormlord Helm	33	3000/1500	0/0	3/0	0/0	12/0	2	2	2	2	4	0	0/10	Ap Raio, Ap Torv	N/A	S/C/T/S
Midnight Helm	38	-/1700	1/0	6/0	0/0	13/0	2	2	2	2	0	4	0/10	Repth, Rip Maen	N/A	C/T/M/S
Golden Helm	44	-/1900	0/1	6/0	1/0	10/1	2	2	2	2	2	2	1/10	Repth, Rip Synk	N/A	C/M/SN
Samurai Helm	49	-/2100	1/0	7/1	0/0	10/1	2	2	2	2	2	2	1/11	Repth, Rip Teyn	N/A	C/M/SN
Devil Helm	54	4600/2300	0/1	7/1	1/1	10/1	2	2	2	2	2	2	2/11	Repth, Rip Teyn	N/A	S/C/T/S
Rock Dragon	59	-/2500	1/0	8/1	0/0	10/2	10	5	5	0	5	5	2/12	Repth, Rip Synk	N/A	C/SM
Ice Dragon	64	-/2700	0/2	8/2	1/1	11/3	5	10	0	5	5	5	3/12	Repth, Rip Teyn	N/A	C/SM
Fire Dragon	69	-/2900	1/0	9/2	0/1	12/5	5	Ò	10	5	5	5	4/12	Repth, Rip Synk	N/A	C/T/M/S
Spirit Dragon	74	-/3100	0/2	9/2	1/2	12/5	0	5	5	10	5	5	5/12	Ol Repth, Rip Teyn	N/A	C/T/M/S
Thunder Dragon	79	-/3300	1/0	10/3	1/1	13/6	5	5	5	5	10	0	6/12	Ol Repth,Rip Teyn	N/A	T/SM
Dark Dragon	84	-/3500	0/3	10/3	1/3	13/6	5	5	5	5	0	10	7/12	Ol Repth Rip Synk	N/A	C/T/SM
Mercenary Mask	89	-/3700	1/0	11/3	1/0	13/6	6	6	6	6	6	6	8/12	Ol Repth, Rip Teyn	N/A	C/T/SM
Angel Helm	94	-/3800	0/3	11/3	1/3	13/7	7	7	7	7	7	7	9/12	Ol Repth, Rip Teyn	N/A	C/T/M
Usurper Helm	99	-/4100	1/0	12/4	1/0	13/8	7	7	7	7	7	7	10/12	Ol Repth, Rig Saem	No Damage +10	C/T/M

BODY ARMOR

Light Bod	v Armor	(suitable for all Classes)
	All the latest and th	Januario ioi an Olasses

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EART	TH WATER	FIRE	Wood	O THUNDE	R DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Leather Coat	1	400/200	0/0	0/2	0/0	0/6	1	1	1	1	1	1	4/0	N/A	N/A	S/C/SM
Time Sash*	4	-/350	0/0	0/0	0/0	0/25	0	0	0	0	0	0	0/0	Ap Do	N/A	E
Noble Cloak	6	-/400	0/0	0/3	0/0	0/7	1	1	1	1	1	1	5/0	N/A	N/A	C/SM
Kagayuzen*	8	-/500	0/10	0/8	0/10	0/8	.0	0	0	0	0	0	8/0	Miu Lei	No Damag	- 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1
Hiking Gear	11	1200/600	0/0	0/3	0/0	0/8	1	1	1	1	1	1	6/0	Gan Zot	N/A	S/C/M/SM
Winter Coat	16	-/800	0/0	0/3	0/0	0/9	2	4	0	2	2	2	7/0	Rue Zot	N/A	C/M/SM
Fireman's Coat	21	-/1000	0/0	0/3	0/0	0/10	2	0	4	2	2	2	8/0	Vak Kruz	N/A	C/M/SM
Lincoln Green	26	-/1200	0/0	0/3	0/0	0/11	0	2	2	4	2	2	9/0	Juk Zot	N/A	C/M/SM
Thunder Cloak	31	2800/1400	0/0	0/3	0/0	0/12	2	2	2	2	4	0	10/0	Rai Kruz	N/A	S/C/SM
Demon Cloak	36	-/1600	0/0	1/4	-2/0	-2/12	2	2	2	2	0	4	10/0	Ani Don	N/A	C/M/SM
Saint Cross	41	-/1800	0/0	2/4	-3/1	-3/13	1	1	1	1	1	1	10/1	RaJuk Zot, Rue Zot	N/A	C/M/SM
Blood Suit	46	-/2000	0/0	1/5	-4/1	-4/13	1	1	1	1	1	1	11/1	BiAni Don, Vak Kruz	N/A	C/M/SM
Priest's Stole	51	4400/2200	0/0	2/5	-5/1	-5/14	2	2	2	2	2	2	11/2	GiRai Rom, Gan Zot	N/A	S/C/SM
Tribal Robes	56	-/2400	0/1	1/6	-4/1	-4/14	5	1	1	0	1	1	12/2	OrGan Rom, GiGan Don	N/A	C/M/SM
Flowing Robes	61	-/2600	0/1	2/6	-4/1	-4/15	1	5	0	1	1	1	12/3	OrRue Rom, GiRue Kruz	N/A	C/M/SM
Blazing Robes	66	-/2800	0/1	2/7	-3/1	-3/15	1	0	5	1	1	1	12/4	OrVak Rom, GiVak Kruz	N/A	C/SM
Airy Robes	71	6000/3000	0/2	3/7	-3/2	-3/16	0	1	1	5	1	1	12/5	RaJuk Rom, MeJuk Kruz	N/A	S/C/T/M/SM
Thunder Robes	76	-/3200	0/2	3/8	-2/3	-2/16	1	1	1	1	5	0	12/6	MeRai Rom, MeRai Kruz	N/A	T/M/SM
Magus Robes	82	-/3400	0/2	3/8	-1/3	-1/17	1	1	1	1	0	5	12/7	OrbiAni Don, MeAni Kruz	N/A	C/T/M/SM
Sublime Stole	87	-/3600	0/3	4/9	-1/4	-1/17	2	2	2	2	2	2	12/8	Rig Saem, Rig Geam	N/A	C/T/M/SM
Celestial Robe	92	-/3800	0/3	4/9	-1/4	-1/18	3	3	3	3	3	3	12/9	Rig Saem, Yarthkins Rf	N/A	C/T/SM
Shadow Robes	97	-/4000	0/3	4/10	-1/5	-1/18	4	4	4	4	4	4	12/10	OrbiAni Don, OrmeAni Kruz	N/A	C/T/M

Body Arr	nor (suitable i	or all Classes, EXCEP	T the Wavemaster Class)
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										10	Tru I	Ciliasie		assj		
NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EvD	EART	H WATER	FIRE	Wac	D THUN	NDER DARKNESS	M/B RES	SKILLS	Notes	OBTAIN
Leather Armor	2	-/250	0/0	1/1	0/0	1/1	1	1	1	1	1	1	0/0	N/A	N/A	C/T/M/SM
Goblin Mail*	6	-/400	0/0	1/0	0/0	0/0	0	0	0	0	0	0	0/20	Dek Do	N/A	E
Ring Mail	7	-/450	0/0	1/1	0/0	2/2	1	1	1	1	1	1	0/0	N/A	N/A	C/SM
Goblin Mail A*	8	-/500	0/0	2/0	0/0	0/0	0	0	0	0	0	0	0/40	Dek Do	N/A	E
Goblin Mail S*	11	-/600	0/0	3/0	0/0	0/0	0	0	0	0	0	0	0/60	Dek Do	N/A	E
Wyrm Hide	12	1300/650	0/0	2/2	0/0	3/3	4	1	1	1	1	1	1/1	Gan Don	N/A	S/C/M/SM
Goblin Mail Z*	13	-/700	0/0	4/4	0/0	10/0	2	2	2	2	2	2	0/80	Dek Do	N/A	E
Wyrm Scale	17	-/850	0/0	2/2	0/0	4/4	2	4	0	2	2	2	2/2	Rue Kruz	N/A	C/M/SM
Firedrake Mail	22	-/1050	0/0	2/2	0/0	5/5	2	0	4	2	2	2	3/3	Vak Kruz	N/A	C/M/SM
Holy Tree Mail	27	-/1250	0/0	2/2	0/0	6/6	0	2	2	4	2	2	4/4	Juk Kruz	N/A	C/M/SM
Quakebeast Fur	32	-/1450	0/0	2/2	0/0	7/7	2	2	2	2	4	0	5/5	Rai Kruz	N/A	C/SM
Bone Armor	37	3300/1650	0/0	3/3	1/0	7/7	2	2	2	2	0	4	5/5	Ani Don	N/A	S/C/M/SM
Linen Cuirass	42	-/1850	1/1	3/3	0/1	0/9	2	2	2	2	2	2	5/5	Vak Rom, Dek Corv	N/A	C/M/SM
Bandit Mail	47	-/2050	0/0	3/3	1/0	7/7	2	2	2	2	2	2	6/6	Juk Rom, Dek Vorv	N/A	C/M/SM
Segmentart	52	4500/2250	1/1	3/4	0/2	0/9	2	2	2	2	2	2	6/6	Rai Rom, Dek Torv	N/A	S/C/M/SM
Jasper Hauberk	57	-/2450	0/0	4/4	1/0	7/7	5	1	1	0	1	1	5/5	MeGan Rom, Dek Ganz	N/A	C/M/SM
Frost Hauberk	63	-/2650	0/1	4/5	0/2	3/9	1	5	0	1	1	1	5/5	MeRue Rom, Dek Ruem	N/A	C/T/M/SM
Blaze Hauberk	68	-/2850	0/0	5/4	1/0	9/9	1	0	5	1	1	1	5/5	BiVak Rom, Dek Vakz	N/A	C/M/SM
Spirit Hauberk	73	6100/3050	0/2	4/5	0/2	3/11	0	1	1	5	1	1	4/4	BiJuk Rom, Dek Juka	N/A	S/C/T/M/SM
Lady's Mail*	73	-/3050	0/2	-10/5	0/30	-10/11	0	0	0	0	0	0	5/5	Miu Lei, Mumyn Lei	N/A	E
Cats Mail*	73	-/3050	-5/5	4/5	0/12	0/11	2	2	2	2	2	2	9/9	Dek Vorv, Dek Torv	N/A	T
Storm Hauberk	78	-/3250	0/0	5/4	1/0	10/11	1	1	1	1	5	0	5/5	GiRai Rom, Dek Raio	N/A	T/M/SM
Ebony Hauberk	83	-/3450	1/2	4/6	0/3	3/11	1	1	1	1	0	5	4/4	BiAni Don, Dek Anid	N/A	C/T/M/SM
Killer Hauberk	88	-/3650	0/0	6/4	1/0	9/10	2	2	2	2	2	2	3/3	RaJuk Rom, Dek Torv	N/A	C/T/M/SM
Able Lamellar	93	-/3850	1/2	5/6	0/3	3/10	3	3	3	3	3	3	4/4	MeRai Rom, Rig Saem	N/A	C/T/M/SM
Demon Mail	98	-/4050	0/1	6/6	1/1	10/11	4	4	4	4	4	4	5/5	OrbiAni Don, Rig Geam	N/A	C/T/M

BODY ARMOR (CONTINUED)

	Market Colors	SERVICE SERVICE SERVICES	and the second second	September 1995	And the second									avy Blade Cl		
NAME	Lv	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EART	TH WATER	FIRE	WOO	D THUNDE	R DARKNESS	M/B Res	SKILLS	Notes	OBTAIN
Brigandine	3	-/300	0/0	2/0	0/0	6/0	1	1	1	1	1	1	0/4	N/A	N/A	C/SM
Plate Armor	8	-/500	0/0	3/0	0/0	7/0	1	1	1	1	1	1	0/5	N/A	N/A	C/M/SM
Grand Armor	13	1400/700	0/0	3/0	0/0	8/0	4	2	2	0	2	2	0/6	Ap Ganz	N/A	S/C/M/S
Frost Armor	18	-/900	0/0	3/0	0/0	9/0	2	4	0	2	2	2	0/7	Ap Ruem	N/A	C/M/SM
Blaze Armor	23	-/1100	0/0	3/0	0/0	10/0	2	0	4	2	2	2	0/8	Ap Vakz	N/A	C/M/SM
Spirit Armor	28	-/1300	0/0	3/0	0/0	11/0	0	2	2	4	2	2	0/9	Ap Juka	N/A	C/M/SM
Thunder Armor	33	3000/1500	0/0	3/0	0/0	12/0	2	2	2	2	4	0	0/10	Ap Raio	N/A	S/C/SM
bony Armor	38	-/1700	1/0	6/0	0/0	13/0	3	3	3	3	0	4	0/10	Ani Don	N/A	C/M/SM
Kris Armor	44	-/1900	0/1	6/0	1/0	10/0	3	3	3	3	3	3	1/10	Rai Rom, Ap Corv	N/A	C/M/SM
Masamune Armor	49	-/2100	1/0	7/1	0/0	10/1	4	4	4	4	4	4	1/11	Juk Rom, Ap Vorma	N/A	C/M/SM
Armor of Hell	54	4600/2300	0/1	7/1	1/1	10/1	4	4	4	4	4	4	2/11	Vak Rom, Ap Torv	N/A	S/C/T/SI
Earth Beast	59	-/2500	1/0	8/1	0/0	10/2	10	5	5	0	5	5	2/12	Gan Rom, Ap Ganz	N/A	C/M/SM
Water Beast	64	-/2700	0/2	8/2	1/1	11/3	5	10	0	5	5	5	3/12	Rue Rom, Ap Ruem	N/A	C/M/SM
Fire Beast	69	-/2900	1/0	9/2	0/1	12/5	5	0	10	5	5	5	4/12	Vak Rom, Ap Vakz	N/A	C/M/SM
Tree Beast	74	6200/3100	0/2	9/2	1/2	12/5	0	5	5	10	5	5	5/12	Juk Rom, Ap Juka	N/A	S/C/T/M
Thunder Beast	79	1/0	10/3	1/1	13/6	5	5	5	5	10	0		6/12	Rai Don, Ap Raio	N/A	T/M/SM
Dark Beast	84	0/3	10/3	1/3	13/6	5	5	5	5	0	10		7/12	Ani Don, Ap Anid	N/A	C/T/SM
aladin Mail	89	1/0	11/30/0	3 1/0	13/6	6	6	6	6	6	0		8/12	GiRai Rom, Rig Geam	N/A	C/T/SM
Ragaraja Mail	94	0/3	11/3	1/3	13/7	7	7	7	7	7	7		9/12	BiVak Rom, Rig Saem	N/A	C/T/SM
)mega Guard	99	1/0	12/4	1/0	13/8	7	7	7	7	7	7		10/12	MeGan Rom, Rig Geam	N/A	T/C

HAND ARMOR

Light	Hand	Armor	(sui	itable	for	all Cl	asse	es)								
NAME	Lv	B/S	P/M ATK	P/M Def	P/M ACC	P/M EVD	EARTH	WATER	FIRE	Wood	THUND	DER DARKNESS	M/B RES	Skills	Notes	OBTAIN
Wrist Band	1	400/200	0/0	0/2	0/0	0/6	1	1	1	1	1	1	4/0	N/A	N/A	S/C/M/S
Silver Bracer	6	800/400	0/0	0/3	0/0	0/7	1	1	1	1	1	1	5/0	N/A	N/A	S/C/SM
Fossil Bracer	11	-/600	0/0	0/3	0/0	0/8	1	1	1	1	1	1	6/0	Gan Rom	N/A	C/M/SN
Frost Bracer	16	-/800	0/0	0/3	0/0	0/9	2	4	0	2	2	2	7/0	Rue Rom	N/A	C/M/SN
Time Bracer*	18	-/900	1/0	9/2	0/0	12/4	0	0	0	0	0	0	0/0	Ap Do	N/A	E
Fire Bracer	21	-/1000	0/0	0/3	0/0	0/10	2	0	4	2	2	2	8/0	Vak Rom	N/A	C/M/SN
Air Bracer	26	-/1200	0/0	0/3	0/0	0/11	0	2	2	4	2	2	9/0	Juk Rom	N/A	C/M/SI
Storm Bracer	31	2800/1400	0/0	0/3	0/0	0/12	2	2	2	2	4	0	10/0	Rai Rom	N/A	S/C/M
Jet Bracer	36	-/1600	0/0	1/4	-2/0	-2/12	2	2	2	2	0	4	10/0	Ani Kruz	N/A	C/M/S
Protect Ring	41	-/1800	0/0	1/4	-3/1	-3/13	1	1	1	1	1	1	10/1	MeJuk Kruz	N/A	C/M/S
Able Ring	46	-/2000	0/0	1/5	-4/1	-4/13	1	1	1	1	1	1	11/1	MeRai Don, Rig Saem	N/A	C/SM
Geist Ring	51	4400/2200	0/0	1/5	-5/1	-5/14	2	2	2	2	2	2	11/2	MeAni Kruz, Ranki Lei	Skill Drain +5	S/C/T/I
Rock Guard	56	-/2400	0/1	1/6	-4/1	-4/14	5	1	1	0	1	1	12/2	OrGan Don, GiGan Zot	N/A	C/M/S
Briny Guard	61	-/2600	0/1	2/6	-4/1	-4/15	1	5	0	1	1	1	12/3	OrRue Rom, GiRue Kruz	N/A	C/SM
Charred Guard	66	-/2800	0/1	2/7	-3/1	-3/15	1	0	5	1	1	1	12/4	OrVak Rom, GiVak Don	N/A	C/SM
Hunting Guard	71	6000/3000	0/2	3/7	-3/2	-3/16	0	1	1	5	1	1	12/5	RaJuk Rom, MeJuk Kruz	N/A	S/C/T/I
Ion Guard	76	-/3200	0/2	3/8	-2/3	-2/16	1	1	1	1	5	0	12/6	MeRai Rom, MeRai Don	N/A	T/M/S
Shadow Guard	82	-/3400	0/2	3/8	-1/3	-1/17	1	1	1	1	0	5	12/7	OrbiAni Don, MeAni Kruz	N/A	C/T/M
War God Guard	87	-/3600	0/3	4/9	-1/4	-1/17	2	2	2	2	2	2	12/8	PhaRai Don, MeGan Don	No Damage +10	C/T/SI
Sacred Guard	92	-/3800	0/3	4/9	-1/4	-1/18	3	3	3	3	3	3	12/9	PhaJuk Kruz, OrRue Rom	N/A	C/T/S
Uber Guard	97	-/4000	0/3	4/10	-1/5	-1/18	4	4	4	4	4	4	12/10	PhaAni Kruz, OrVak Rom	N/A	C/T/N

98

Hades Gloves

-/4050

0/1

6/6

1/1

10/11 4

4

4 4 4

4

5/5 OrmeAni Kruz, GiVak Don

N/A

C/T/M/SM

AND THE PERSON NAMED IN COLUMN TWO	AND DESCRIPTION								The same							
Hand I	Armo	r (suita	ble fo	or all	Clas	ses,	EX	CEP	T t	he l	Wave	maste	r Cl	ass)		
NAME	Lv	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	H WATER	FIRE	Wood	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Leather Gloves	2	-/250	0/0	2/4	-3/1	-3/13	1	1	1	1	1	1	0/0	N/A	N/A	C/T/M/SM
Silver Gloves	7	900/450	0/0	1/5	-4/1	-4/13	1	1	1	1	1	1	0/0	N/A	N/A	S/C/SM
Miner's Gloves	12	-/650	0/0	2/5	-5/1	-5/14	4	1	1	1	1	1	1/1	Dek Ganz	N/A	C/M/SM
Goblin Gloves*	13	-/700	0/1	6/0	1/0	10/0	0	0	0	0	0	0	0/20	Duk Lei	N/A	E
Fishing Gloves	17	-/850	0/1	1/6	-6/1	-6/14	2	4	0	2	2	2	2/2	Dek Ruem	N/A	C/M/SM
Goblin Gloves A*	17	-/850	1/0	7/1	0/0	10/1	0	0	0	0	0	0	0/40	Duk Lei	N/A	Е
Goblin Gloves S*	18	-/900	0/1	7/1	1/1	10/1	0	0	0	0	0	0	0/60	Duk Lei	N/A	E
Goblin Gloves Z*	21	-/1000	1/0	8/1	0/0	10/2	0	0	0	0	0	0	0/80	Duk Lei	N/A	E
Smith's Gloves	22	-/1050	0/1	2/6	-7/1	-7/15	2	0	4	2	2	2	3/3	Dek Vakz	N/A	C/M/SM
Forest Gloves	27	-/1250	0/1	2/7	-8/1	-8/15	0	2	2	4	2	2	4/4	Dek Juka	N/A	C/M/SM
Thunder Gloves	32	-/1450	0/2	3/7	-9/2	-9/16	2	2	2	2	4	0	5/5	Dek Raio	N/A	C/M/SM
Gloves of Dark	37	3300/1650	0/2	2/8	-10/2	-10/16	2	2	2	2	0	4	5/5	Ani Kruz	N/A	S/C/M/SM
Bouncer Gloves	42	-/1850	0/2	3/8	-11/2	-11/17	2	2	2	2	2	2	5/5	Gan Don	N/A	C/M/SM
Able Gloves	47	-/2050	0/3	2/9	-12/3	-12/17	2	2	2	2	2	2	6/6	Juk Kruz	N/A	SM
Drain Gloves	52	4500/2250	0/3	3/9	-13/3	-13/18	2	2	2	2	2	2	6/6	Ani Kruz	Skill Drain +5	S/C/SM
Hammer Gloves	57	-/2450	0/0	4/4	1/0	7/7	5	1	1	0	1	1	5/5	GiGan Don, Dek Corv	N/A	C/SM
Ocean Gloves	63	-/2650	0/1	4/5	0/2	3/9	1	5	0	1	1	1	5/5	GiRue Kruz, Dek Torv	N/A	C/M/SM
Inferno Gloves	68	-/2850	0/0	5/4	1/0	9/9	1	0	5	1	1	1	5/5	GiVak Don, Dek Corma	N/A	C/SM
Sonic Gloves	73	6100/3050	0/2	4/5	0/2	3/11	0	1	1	5	1	1	4/4	MeJuk Kruz, Dek Torma	N/A	S/C/T/SM
Lady's Gloves*	73	-/3050	0/2	8/2	1/1	11/3	0	0	0	0	0	0	5/5	Ranki Lei, Maj Lei	N/A	E
Cats Gloves*	73	-/3050	0/2	9/2	1/2	13/5	2	2	2	2	2	2	9/9	Rip Teyn, Rip Synk	N/A	T
Shield Gloves	78	-/3250	0/0	5/4	1/0	10/11	1	1	1	1	5	0	5/5	MeRai Don, Dek Vorma	N/A	T/M/SM
Jet Gloves	83	-/3450	1/2	4/6	0/3	3/11	1	1	1	1	0	5	4/4	MeAni Kruz, Dek Vorv	N/A	C/T/M/SM
Bladed Gloves	88	-/3650	0/0	6/4	1/0	9/10	2	2	2	2	2	2	3/3	OrmJuk Kruz, GiGan Don	No Damage +10	C/T/M/SM
Divine Gloves	93	-/3850	1/2	5/6	0/3	3/10	3	3	3	3	3	3	4/4	GiRai Don, GiRue Kruz	N/A	C/T/M/SM

Heavy	Hand	Armor	(sui	table	ONL	Y fo	r the	э Не	av	y A	kema	n and	Hea	avy Blade C	lasses)	
NAME	Lv	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	Notes	OBTAIN
Rusted Hands	3	-/300	1/1	3/3	0/1	0/9	1	1	1	1	1	1	0/4	N/A	N/A	C/SM
Silver Hands	8	1000/500	0/0	3/3	1/0	7/7	1	1	1	1	1	1	0/5	N/A	N/A	S/C/SM
Hands of Earth	13	-/700	1/1	3/4	0/2	0/9	4	2	2	0	2	2	0/6	Dek Ganz	N/A	C/M/SM
Hands of Water	18	-/900	0/0	4/4	1/0	7/7	2	4	0	2	2	2	0/7	Dek Ruem	N/A	C/SM
Hands of Fire	23	-/1100	1/1	4/5	0/2	0/9	2	0	4	2	2	2	0/8	Dek Vakz	N/A	C/M/SM
Hands of Wood	28	-/1300	0/0	4/4	1/0	8/7	0	2	2	4	2	2	0/9	Dek Juka	N/A	C/M/SM
Hands of Storm	33	3000/1500	1/2	4/5	0/2	0/11	2	2	2	2	4	0	0/10	Dek Raio	N/A	S/C/SM
Hands of Ebony	38	-/1700	1/2	4/5	1/0	9/7	3	3	3	3	0	4	0/10	Ani Kruz	N/A	C/SM
Hands of Ronin	44	-/1900	1/2	4/6	0/3	0/11	3	3	3	3	3	3	1/10	Vak Don	N/A	C/M/SM
Able Hands	49	-/2100	0/0	5/4	1/0	9/7	4	4	4	4	4	4	1/11	Juk Kruz	N/A	C/M/SM
Cursed Hands	54	4600/2300	1/3	5/6	0/3	0/13	4	4	4	4	4	4	2/11	Rai Don	N/A	S/C/M/SM
Gaia Hands	59	-/2500	1/0	8/1	0/0	10/2	10	5	5	0	5	5	2/12	Gan Don, Dek Corv	N/A	C/M/SM
Aqua Hands	64	-/2700	0/2	8/2	1/1	11/3	5	10	0	5	5	5	3/12	Rue Kruz, Dek Torv	N/A	C/SM
Fire Hands	69	-/2900	1/0	9/2	0/1	12/5	5	0	10	5	5	5	4/12	Vak Don, Dek Corma	N/A	C/T/SM
Sprite Hands	74	6200/3100	0/2	9/2	1/2	12/5	0	5	5	10	5	5	5/12	Juk Kruz, Dek Vakz	N/A	S/C/T/SM
Electric Hands	79	1/0	10/3	1/1	13/6	5	5	5	5	10	0	6/12	Rai Don	, Dek Vorma	N/A	T/SM
Midnight Hands	84	0/3	10/3	1/3	13/6	5	5	5	5.	0	10	7/12	Ani Kruz	z, Dek Vorv	N/A	G/T/SM
Master's Hands	89	1/0	11/3	1/0	13/6	6	6	6	6	6	6	8/12	MeJuk H	Kruz, Mumyn Lei	No Damage +10	C/T/SM
Divine Hands	94	0/3	11/3	1/3	13/7	7	7	7	7	7	7	9/12	MeRai D	Oon, Duk Lei	N/A	С/Т
Demon's Hands	99	1/1	12/4	1/1	13/8	7	7	7	7	7	7	10/13	MeAni k	Kruz, Ap Do	N/A	C/T/M

LEG ARMOR

GETTING

NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Sandals	1	400/200	0/0	0/2	0/0	0/6	1	1	1	1	1	1	4/0	N/A	N/A	S/C/SN
Leg Mail	6	/400	0/0	0/3	0/0	0/7	1	1	1	1	1	1	5/0	N/A	N/A	C/SM
Ceramic Anklet	11	1200/600	0/0	0/3	0/0	0/8	1	1	1	1	1	1	6/0	Dek Ganz	N/A	S/C/M/S
Frost Anklet	16	-/800	0/0	0/3	0/0	0/9	2	4	0	2	2	2	7/0	Dek Ruem,	N/A	C/M/SN
Time Sandals*	19	-/950	1/2	4/6	0/3	0/11	0	0	0	0	0	0	0/0	Ap Do	N/A	E
Iron Anklet	21	-/1000	0/0	0/3	0/0	0/10	2	0	4	2	2	2	8/0	Dek Vakz	N/A	C/M/SM
Oak Anklet	26	-/1200	0/0	0/3	0/0	0/11	0	2	2	4	2	2	9/0	Dek Juka	N/A	C/M/SM
Thunder Anklet	31	2800/1400	0/0	0/3	0/0	0/12	2	2	2	2	4	0	10/0	Dek Raio	N/A	S/SM
Ninja Anklet	36	-/1600	0/0	1/4	-2/0	-2/12	2	2	2	2	0	4	10/0	BiVak Rom, GiGan Zot	N/A	C/M/SM
Greave Sticker	41	-/1800	0/0	1/4	-3/1	-3/13	1	1	1	1	1	1	10/1	RaJuk Zot, MeRue Zot	N/A	C/M/SM
Ivory Greaves	46	-/2000	0/0	1/5	-4/1	-4/13	1	1	1	1	1	1	11/1	MeRai Kruz, GiVak Kruz	N/A	C/M/SM
Devil Greaves	51	4400/2200	0/0	1/5	-5/1	-5/14	2	2	2	2	2	2	11/2	MeAni Zot, RaJuk Zot	N/A	S/C/M/S
Stone Greaves	56	-/2400	0/1	1/6	-4/1	-4/14	5	1	1	0	1	1	12/2	OrGan Zot, Dek Ganz	N/A	C/M/SM
Sea Greaves	61	-/2600	0/1	2/6	-4/1	-4/15	1	5	0	1	1	1	12/3	LaRue Zot, Dek Ruem	N/A	C/T/M/SI
Lava Greaves	66	-/2800	0/1	2/7	-3/1	-3/15	1	0	5	1	1	1	12/4	MeVak Kruz, Dek Vakz	N/A	C/M/SM
Oaken Greaves	71	6000/3000	0/2	3/7	-3/2	-3/16	0	1	1	5	1	1	12/5	OrJuk Zot, Dek Juka	N/A	
S/C/T/M/SM																
Storm Greaves	76	0/2	3/8	-2/3	-2/16	1	1	1	1	5	0		12/6	OrmRai Kruz, Dek Raio	N/A	T/SM
Ebony Greaves	82	0/2	3/8	-1/3	-1/17	1	1	1	1	0	5		12/7	OrmeAni Zot, Dek Anid	N/A	C/T/M/S
Alert Greaves	87	0/3	4/9	-1/4	-1/17	2	2	2	2	2	2		12/8	PhaRai Kruz, OrGan Zot	No Damage +10	OF TAXABLE PARTY.
Greaves of Awe	92	0/3	4/9	-1/4	-1/18	3	3	3	3	3	3		12/9	PhaJuk Kruz, LaRue Zot	N/A	C/T/M/
Denial Greaves	97	0/3	4/10	-1/5	-1/18	4	4	4	4	4	4		12/10	PhaAni Zot, MeVak Kruz	N/A	M/SM

Leg Armor (suitable for al	Classes, EXCEPT the Wavema	ster Class)
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NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	Wood	THUND	ER DARKNESS	M/B Res	SKILLS	Notes	OBTAIN
Safety Shoes	2	-/250	0/0	1/1	0/0	1/1	1	1	1	1	1	1	0/0	N/A	N/A	C/M/SM
Jungle Boots	7	-/450	0/0	1/1	0/0	2/2	1	1	1	1	1	1	0/0	N/A	N/A	C/SM
Goblin Boots*	9	-/550	1/1	3/4	0/2	0/9	0	0	0	0	0	0	0/20	Dek Juka	N/A	E
Goblin Boots A*	11	-/600	0/0	4/4	1/0	7/7	0	0	0	0	0	0	0/40	Dek Juka	N/A	E
Mountain Boots	12	1300/650	0/0	2/2	0/0	3/3	4	1	1	1	1	1	1/1	Ap Corv	N/A	S/C/M/SM
Goblin Boots S*	14	-/750	1/1	4/5	0/2	0/9	0	0	0	0	0	0	0/60	Dek Juka	N/A	E
Snow Panther	17	-/850	0/0	2/2	0/0	4/4	2	4	0	2	2	2	2/2	Ap Vorma	N/A	C/M/SM
Goblin Boots Z*	21	-/1000	0/0	4/4	1/0	8/7	0	0	0	0	0	0	0/80	Dek Juka	N/A	E
Fire Lizard	22	-/1050	0/0	2/2	0/0	5/5	2	0	4	2	2	2	3/3	Ap Torv	N/A	C/M/SM
Ranger's Boots	27	-/2250	0/0	2/2	0/0	6/6	0	2	2	4	2	2	4/4	Ap Corv	N/A	C/M/SM
Lucky Shoes*	27	-/1250	1/2	4/5	0/2	0/11	0	0	0	0	0	0	1/1	Rig Saem, Rig Teyn	No Damage +15	M
Thunder Boots	32	-/1450	0/0	2/2	0/0	7/7	2	2	2	2	4	0	5/5	Ap Vorma	N/A	C/SM
Ninja Socks	37	3300/1650	0/0	3/3	0/0	7/7	2	2	2	2	0	4	5/5	Ani Zot	N/A	S/C/SM
Deluxe Boots	42	-/1850	0/1	3/3	0/1	0/9	2	2	2	2	2	2	5/5	Gan Zot	N/A	C/M/SM
Powered Boots	47	-/2050	0/0	3/3	0/0	7/7	2	2	2	2	2	2	6/6	Juk Zot	N/A	C/M/SM
Osorezan Socks	52	4500/2250	0/0	0/2	0/0	0/6	2	2	2	2	2	2	6/6	Ani Zot	N/A	S/C/SM
Stone Solleret	57	-/2450	0/0	4/4	1/0	7/7	5	1	1	0	1	1	5/5	GiGan Zot, Dek Ganz	N/A	C/M/SM
Frost Solleret	63	-/2650	0/1	4/5	0/2	3/9	1	5	0	1	1	1	5/5	MeRue Zot, Dek Ruem	N/A	C/SM
Blaze Solleret	68	-/2850	0/0	5/4	1/0	9/9	1	0	5	1	1	1	5/5	GiVak Kruz, Dek Vakz	N/A	C/T/M/SM
Oaken Solleret	73	6100/3050	0/2	4/5	0/2	3/11	0	1	1	5	1	1	4/4	RaJuk Zot, Dek Juka	N/A	S/C/T/SM
Lady's Shoes*	73	-/3050	0/0	4/4	1/0	9/7	0	0	0	0	0	0	5/5	Dek Do, Duk Lei	N/A	С
Cats Boots*	73	-/3050	0/0	5/4	1/0	9/7	2	2	2	2	2	2	9/9	Dek Torv, Ap Do	N/A	T
Storm Solleret	78	-/3250	0/0	5/4	1/0	10/11	1	1	1	1	5	0	5/5	MeRai Kruz, Dek Raio	N/A	T/M/SM
Night Solleret	83	-/3450	1/2	4/6	0/3	3/11	1	1	1	1	0	5	4/4	MeAni Zot, Dek Anid	N/A	C/T/M/SM
Guard Solleret	88	-/3650	0/0	6/4	1/0	9/10	2	2	2	2	2	2	3/3	OrJuk Zot, GiVak Kruz	No Damage +10	C/T/M/SM
Magus Solleret	93	-/3850	1/2	5/6	0/3	3/10	3	3	3	3	3	3	4/4	OrmRai Kruz, MeRue Zot	N/A	C/T/M/SM
Ultra Solleret	98	-/4050	0/1	6/6	1/1	10/11	4	4	4	4	4	4	5/5	OrmeAni Zot, GiGan Zot	N/A	С/Т

Heavy Leg Armor (suitable ONLY for the Heavy Axeman and Heavy Blade Classes)

THE RESERVE TO THE RE					NEGATION.										acces,	
NAME	Lv	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EART	H WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	Notes	OBTAIN
Used Greaves	3	-/300	0/0	2/5	-5/1	-5/14	1	1	1	1	1	1	0/4	N/A	N/A	C/M/SM
Leather Legs	8	-/500	0/1	1/6	-6/1	-6/14	1	1	1	1	1	1	0/5	N/A	N/A	
Mountain Guard	13	1400/700	0/1	2/6	-7/1	-7/15	4	2	2	0	2	2	0/6	Repth	N/A	C/SM
Aqua Guard	18	-/900	0/1	2/7	-8/1	-8/15	2	4	0	2	2	2	0/0			S/C/M/SM
Flare Guard	23	-/1100	0/2	3/7	-9/2	-9/16	2	0	4	2	2	2	3000000000	Rip Teyn	N/A	C/M/SM
Green Guard	28	-/1300	0/2	2/8	-10/2	-10/16	0	2	2	4	2		0/8	Rip Synk	N/A	C/SM
Electric Guard	33	-/1500	0/2	3/8	-11/2	-11/17		and the second	and the latest teams		2	2	0/9	Rig Saem	N/A	C/SM
Benkei's Guard	38	-/1700	0/2				2	2	2	2	4	0	0/10	Repth	N/A	S/C/M/SM
Spiked Guard	44			2/9	-12/3	-12/17	3	3	3	3	0	4	0/10	Vak Kruz	N/A	C/SM
		-/1900	0/3	3/9	-13/3	-13/18	3	3	3	3	3	3	1/10	Juk Zot	N/A	C/M/SM
Rare Greaves	49	-/2100	0/3	4/10	-15/3	-15/18	4	4	4	4	4	4	1/11	Rai Kruz	N/A	C/M/SM
Magic Leg Mail	54	4600/2300	0/0	1/1	0/0	1/1	4	4	4	4	4	4	2/11	Ani Zot	N/A	S/C/SM
Imp's Leg Mail	59	-/2500	1/0	8/1	0/0	10/2	10	5	5	0	5	5	2/12	Gan Zot, Dek Ganz	N/A	C/M/SM
Ice Leg Mail	64	-/2700	0/2	8/2	1/1	11/3	5	10	0	5	5	5	3/12	Rue Zot, Dek Ruem	N/A	
Flame Leg Mail	69	-/2900	1/0	9/2	0/1	12/5	5	0	10	123 11 11		5	4/12			C/M/SM
Oaken Leg Mail	74	6200/3100	0/2	9/2	1/2	12/5	0	5	5			5		Vak Kruz, Dek Vakz	N/A	C/SM
Storm Leg Mail	79	-/3300	1/0	10/3	1/1	13/6	5	5	5				5/12	Juk Zot, Dek Juka	N/A	S/C/T/M/SM
Ebony Leg Mail	84	-/3500	0/3	10/3	1/3					and the second		0	6/12	Rai Kruz, Dek Raio	N/A	T/SM
Lone Leg Mail	89	-/3700	1/0			13/6	5	5	5		No. of the last of	10	7/12	Ani Zot, Dek Anid	N/A	C/T/SM
Alien Leg Mail	94			11/3	1/0	13/6	6	6		6	6	6	8/12	RaJuk Zot, Rip, Teyn	No Damage +10	C/T/SM
		-/3900	0/3	11/3	1/3	13/7	6	6	6	6	6	6	9/12	MeRai Kruz, Rip Synk	N/A	C/T/M
Ultra Leg Mail	99	-/4100	1/1	12/4	1/0	13/8	7	7	7	7	7	7	10/13	MeAni Zot, Dek Vorma	N/A	С/Т

WEAPONS LIST

Here is the information on every single weapon found in .hack//QUARANTINE. Equipping a weapon changes the character's physical, magical and elemental parameters in addition to adding different skills to his or her repertoire. Since the various weapons are specific to each character class, the list has been divided into six different tables. Weapons are listed in order by Level from the weakest to the strongest. Rare Weapons are marked with an "*."

Tables Explained

NAME	ITEM NAME
Lv (Level)	The level of the item.
B/S (Buy/Sell)	Price of an item when bought or sold in a store.
P/M (Physical/Magical)	Changes to the character's Physical and Magical Attack (Atk), Defense (Def), Accuracy (Acc) and Evasion (Evd) when the item is equipped
Element	Changes to the character's elemental attribute values (Earth, Water, Fire, Wood, Thunder and Darkness) when the item is equipped
M/B Res	Level of character's resistance to attacks against the mind (Curse, Sleep, Confuse, Charm and Magical Ability Down) and
(Mind/Body Resistance)	the body (Poison, Paralysis, Speed Down, Physical Ability Down and Attribute Down).
Skill	List of skills available when the item is equipped.
Notes	Lists the added effects the character gains when the weapon is equipped.
Obtain	How to acquire the item: S (Shop), C (Chest or breakable item), T (Trade), E (Event), M (monster), SM (Spring of Myst), D (Default), Vol.1
	Vol.2 and/or Vol.3 indicates that the item can only be found in the previous volumes of the game. Default refers to the default weapons belonging to new Player Characters in this volume.

NAME		Class:							W 40 PM						100	
NAME	Lv	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	OBTAIN
Amateur Blades	1	400/200	2/1	0/0	1/1	0/0	0	0	0	0	0	0	0/0	Saber Dance	N/A	S/C/SM
Steel Blades	1	-/300	3/1	0/0	2/2	0/0	0	0	0	0	0	0	0/0	Tiger Claws	N/A	C/M/SN
lusty Nails*	1	-/50	-10/-10	0/0	30/30	0/0	0	0	0	0	0	0	0/0	Saber Dance, Miu Lei	N/A	C
(ai	1	-/200	2/1	0/0	2/1	0/0	0	0	0	0	0	0	0/0	Saber Dance	N/A	D
Phantom Blades	2	800/400	4/2	0/0	3/2	0/0	0	0	0	0	0	0	0/0	Staccato	N/A	S/C/M/S
Spiral Edge*	2	700/350	4/2	0/0	5/2	0/0	0	0	0	0	0	0	0/0	Tiger Claws, Staccato,	N/A	S
Assassin	3	1000/500	4/2	0/0	4/2	0/0	0	0	0	0	0	0	0/0	Saber Dance	Death +2	S/C/SM
park Blades	3	-/600	4/2	0/0	5/2	0/0	0	-5	5	0	0	0	0/0	Flame Dance	N/A	C/SM
ath Blades	4	-/700	4/2	0/0	6/2	0/0	-5	0	0	5	0	0	0/0	Orchid Dance	N/A	C/M/SN
ime Blades*	4	-/650	0/0	0/0	99/0	25/0	0	0	0	0	0	0	0/0	Ap Do	N/A	E
use Blades	5	1600/800	4/2	0/0	7/2	0/0	0	0	0	0	5	-5	0/0	Thunder Dance	N/A	S/C/M/
hadow Blades	6	1800/900	4/2	0/0	8/2	0/0	0	0	0	0	-5	5	0/0		HEROTE STATE OF THE STATE OF TH	
ats Blades	6	-/1000	6/2	0/0	9/2	0/0	1	1	1	1				Orchid Dance	N/A	S/C
onin Blades	7	-/1100	7/2	0/0	10/2	10/0	0	0		0	0	1	0/0	Saber Dance	N/A	C/T/SM
pell Blades	8	-/1100	8/2	0/0			- The second second		0			0	0/0	Gale of Swords, Tiger Claws		C/M/SN
loody Twin	8				11/2	0/0	0	0	0	0	0	0	0/0	Lightning Rage, Tiger Claws		C/M/SN
		-/1300	8/2	0/0	12/2	0/0	0	0	0	0	0	0	0/0	Twin Darkness, Tiger Claws		C/T/SM
otetsu	9	-/1400	9/2	0/0	13/2	0/0	0	0	0	0	0	0	0/0	Staccato	Critical Hit +2	C/M/SN
nou	10	-/1500	9/2	0/0	14/2	0/0	0	-10	10	0	0	0	0/0	Flame Dance	N/A	C/M/SN
yokugun	11	-/1600	9/2	0/0	15/2	0/0	-10	0	0	10	0	0	0/0	Orchid Dance	N/A	C/SM
aitei	11	-/1700	9/2	0/0	16/2	0/0	0	0	0	0	0	10	0/0	Thunder Dance, Staccato	N/A	C/M/SN
rizzly	11	-/1600	9/4	0/0	15/4	0/0	0	0	0	0	0	0	0/0	Saber Dance, Tiger Claws, S	taccato	N/A
nshou	12	-/1800	9/2	0/0	17/2	0/0	0	0	0	0	-10	10	0/0	Swirling Dark, Staccato	N/A	C/M/SN
oul Blades*	12	-/1800	9/-5	0/0	20/-5	0/0	2	2	2	2	2	2	0/0	Saber Dance, Ranki Lei	Skill Drain +10	Vol. 1
lasterblades	13	3800/1900	11/4	0/0	18/4	0/0	2	2	2	2	2	2	0/0	Thunder Dance, Twin Dragons	Critical Hit +2	S/C/M/S
ell's Gate	14	4000/2000	12/4	0/0	19/4	0/0	3	3	3	3	3	3	0/0	Staccato, Tiger Claws, Ap Con-	N/A	S/C/SM
ante's Blades	14	-/2100	10/4	0/0	20/4	0/0	0	0	0	0	0	0	0/0	Twin Darkness, Ap Corv	Skill Drain +2	C/M/SN
yakkidouran*	14	-/2100	13/6	0/0	-15/20	0/0	0	-15	15	0	0 -	0	0/0	Flame Dance, Tiger Claws		M
om-Ba-Ye*	14	-/2000	10/5	0/0	15/10	0/0	0	0	0	0	15	-15	0/0	Thunder Coil, Staccato	Skill Drain +10	M
hirogane	15	-/2200	13/5	0/0	10/5	0/0	3	3	3	3	3	3	0/0	Staccato, Thunder Coil	N/A	
urogane	16	-/2300	13/4	0/0	20/5	0/0	4	4	4	4	4	4	0/0			M/SM
osetu & Fuyou	16	-/2400	14/5	0/0	10/5		5							Staccato, Swirling Dark	N/A Rom	M/SM
emini Soul*			CONTRACTOR OF THE PARTY OF THE		Lancous Company	0/0	de de santestes	5	5	5	5	5	0/0	Saber Dance, Rue Rom, Vak	SCHOOL STATE OF STATE	N/A
	16	-/2400	-20/-20	0/0	30/30	0/0	0	0	0	0	0	0	0/0	Saber Dance, Ap Do	N/A	Vol. 2
ayers	17	-2500	15/4	0/0	10/5	10/10	0	0	0	0	0	0	0/0	Twin Dragons, Twin Darknes		C/SM
omura 	18	-/2600	15/6	0/0	5/6	0/0	0	-12	-12	0	0	0	0/0	Saber Dance, Blazing Wheel	N/A	C/SM
umuji	19	-/2700	15/4	0/0	10/6	0/0	-12	0	0	-12	0	0	0/0	Tiger Claws, Splinter Slash		C/M/SN
ikazuchi	19	-/2800	15/6	0/0	5/6	0/0	0	0	0	0	12	-12	0/0	Saber Dance, Thunder Coil	N/A	C/M/SN
ades of Bond*	19	-/2800	16/6	0/0	25/10	10/10	10	10	10	10	10	10	0/0	Staccato, Thunder Dance, Ap Corv	Life Drain +15	E
ukuro	20	-/2900	16/4	0/0	10/6	0/0	0	0	0	0	-12	-12	0/0	Dark Dance, Swirling Dark	N/A	C/SM
agatsu	21	-/3000	16/7	0/0	4/7	0/0	5	5	5	5	5	5	0/0	Dark Dance, Flame Dance	N/A	C/M/SN
oura	22	-/3100	17/4	0/0	10/7	0/0	2	2	2	2	2	2	0/0	Thunder Dance, Orchid Danc		N/A
atsuki	22	6400/3200	17/7	0/0	4/7	0/0	3	3	3	3	3	3 3	0/0	Twin Dragons, Dark Dance, Orchid Dance		S/C/M/S
oody Blades	23	6600/3300	18/4	0/0	10/7	0/0	0	0	0	0	0	0	0/0	Twin Darkness,	Critical Hit +2	S/C/M/S
imson Raid*	24	-/3500	19/2	0/0	10/8	0/0	2	-10	10	2	2	2	0/0	Gale of Swords, Thunder Dar Blazing Wheel,	Life Drain +10	M
														Twin Dragons, Ap Vakz	•	
shskin*	24	-/3400	18/12	0/0	5/12	-10/0	-5	0	0	5	0	0	0/0	Gale of Swords, Thunder Coil, Merrows	Skill Drain +10	M
shou	32	9000/4500	18/5	0/0	3/6	0/0	0	0	0	0	0	0	0/0	Thunder Coil,	Life Drain +2	S/C/M/S
				0/0	5/9	0/0	0	0	0	0	-5	15	0/0	Suvi Lei, Mumyn Lei Dark Dance.	Skill Drain +15	E
oon Knives*	32	-/4550	20/9	0/0	0/5	0/0					•	10	0/0	Darkness Slash	Okili Didili +10	

RAISING

Twin Blade Class:	Fire, Wood, T	Thunder and Dark	ness Skills On	ly (continued)
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IVVIII	Diaue	Class:	rire,	vvoc	oa, 11	nuna	er a	ina	Dar	Kne	SS	Skills (Only	(continued)		
NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUND	DER DARKNESS	M/B Res	SKILLS	Notes	OBTAIN
Enja	35	-/5000	19/2	0/0	4/6	0/0	0	-5	5	0	0	0	0/0	Flame Dance, Flame Vortex, Dek Vorv	N/A	C/M/SI
Hachiyou	37	-/5200	19/5	0/0	0/6	0/0	-5	0	0	5	0	0	0/0	Orchid Dance, Wildflower, Dek Vorv	N/A	C/M/S
Raikoumaru	37	-/5300	20/3	0/0	8/6	0/0	0	0	0	0	5	-5	0/0	Thunder Dance, Tempest Strike, Dek Vorv	N/A	C/SM
Ankokushiki	39	-/5450	20/6	0/0	0/7	0/0	0	0	0	0	-5	5	0/0	Dark Dance, Terror Cyclone, Dek Vorv	N/A	C/M/Si
Professional	40	-/5600	21/3	0/0	10/9	0/0	0	0	0	0	0	0	0/0	Thunder Dance, Storm Rage, Dek Vorma	Critical Hit +2	C/M/S
Specter Blades	40	-/5600	21/5	0/0	2/9	0/0	0	0	0	0	0	0	0/0	Swirling Dark, Dragon Rage, Ranki Lei	Skill Drain +2	C/M/S
Lady Killers*	42	-/5900	22/5	-5/-5	12/12	-5/-5	1	1	1	1	1	1	0/0	Rig Geam, Ap Do, Tiger Clar	ws Skill Drain +15	C
Kikoku	43	-/6000	22/2	0/0	10/10	0/0	1	1	1	1	1	1 501	0/0	Blazing Wheel, Typhoon Blade, Dek Vorv	N/A	C/SM
Kokoro*	43	-/6000	-30/-30	0/0	30/30	0/0	0	0	0	0	0	0	0/0	Saber Dance, Miu Lei	N/A	M/SN
Vampire Blades*	44	-/6200	22/0	0/0	10/0	0/0	0	0	0	0	-3	5	0/0	Terror Cyclone, Darkness Slash	Drain +10 Life	C
Shin	46	13000/6500	22/7	0/0	1/10	0/0	1	1	1	1	1	1	0/0	Splinter Slash, Storm Rage, Suvi Lei	N/A	S/C/N
Rei	48	13500/6750	23/2	0/0	10/10	0/0	2	2	2	2	2	2	0/0	Thunder Coil, Evil Twin, Mumyn Lei	N/A	S/C/S
San	48	13600/6800	23/9	0/0	1/11	0/0	2	2	2	2	2	2	0/0	Swirling Dark, Typhoon Blade, Ap Corv	N/A	S/C/S
Stealth Blades	49	-/6900	24/2	0/0	10/11	0/0	2	2	2	2	2	2	0/0	Darkness Slash, Suvi Lei, Mumyn Lei	N/A	C/M/S
Two Together*	51	-/7150	23/13	0/0	10/14	-15/0	0	0	0	0	15	-5	0/0	Tempest Strike, Lanceor Ch	Skill Drain +15	M
Kurenai	52	-/7250	24/8	0/0	0/11	0/0	0	-5	17	0	0	- 0	0/0	Flame Dance, Twin Dragons, Flame Vortex	N/A	T/SM
Saburo	52	-/7300	25/4	0/0	10/12	0/0	-5	0	0	18	0	0	0/0	Orchid Dance, Gale of Swords, Wildflower	N/A	T/M/S
Golden Yasha*	52	-/7300	25/2	0/0	8/2	0/0	-5	1	1	12	1	1	0/0	Orchid Strike, Wildflower	Critical Hit +10	M
Twin Mizuchi	54	-/7600	25/10	0/0	-1/12	0/0	0	0	0	0	18	-5	0/0	Thunder Dance, Lightning Rage, Tempest Strik	COLOR BOOK AND	T/M/S
Black Chapter Dragon & Tiger	54	-/7650	26/6	0/0	11/13	0/0	0	0	0	0	-5	18	0/0	Saber Dance, Twin Darkness, Terror Cyclone		T/SM
Kiki & Lala	57	-/8050	26/10	0/0	-1/12	0/0	4	4	4	4	4	4	0/0	Flame Vortex, Lightning Rage, Ap Torv	Life Drain +2	T/M/S
May 1	60	-/8350	27/5	0/0	10/12	0/0	4	4	4	4	4	4	0/0	Red Flame, Splinter Slash, Mumyn Lei	N/A	C/T/M
Sorcery Swords Diablo Blades	61 62	-/8500 -/8700	27/10	0/0	-1/12	0/0	5	5	5	5	5	5	0/0	Orchid Strike, Maj Lei	Skill Drain +2	C/T/SM
			28/5	0/0	11/13	0/0	5	5	5	5	5	5	0/0	Storm Strike, Lightning Rage, Dek Vorv	Life Drain +2	C/T/M
Suigetsu	66	-/9250	28/11	0/0	-2/13	0/0	5	5	5	5	5	5	0/0	Darkness Slash, Twin Darkness, Mumyn Lei	Critical Hit +2	C/M/S
Kaien	71	-/9900	29/4	0/0	10/13	0/0	0	-5	20	0	0	0	0/0	Red Flame, Flame Vortex, Dragon Rage	N/A	C/SM
Mokuren	73	-/10200	29/10	0/0	-2/13	0/0	-5	0	. 0	20	0	0	0/0	Orchid Strike, Wildflower, Typhoon Blade	N/A	- C/SM
Raian	74	-/10300	30/5	0/0	12/14	0/0	0	0	0	0	20	-5	0/0	Storm Strike, Tempest Strike, Storm Rage	Critical Hit +2	C/M/S

Twin	Blade	Class:	Fire,	Woo	d, Ti	hund	der a	and l	Dar	kne	ss S	kills C	nly	(continued)		
NAME	LV	B/S	P/M - ATK	P/M DEF	P/M ACC	P/M EvD	EARTH	WATER	FIRE	WOOD '	THUNDER	DARKNESS	M/B RES	Skills	NOTES	OBTAI
Baian	76	-/10600	30/12	0/0	-3/14	0/0	0	0	0	0	-5	20	0/0	Darkness Slash, Terror Cyclone, Evil Twin	Critical Hit +2	C/SM
Prepare to Die*	82	-/11500	30/20	0/0	10/14	-20/0	0	-5	20	0	0	0	0/0	Red Flame, Flame Vortex, Vulcan Rf	Skill Drain +10	E
Miracle Twin	83	-/11650	31/4	0/0	10/14	0/0	6	6	6	6	6	6	0/0	Orchid Strike, Tempest Strike, Dragon Rage	Critical Hit +2	C/T
Nil & Despair*	86	-/12000	-50/-50	0/0	30/30	0/0	0	0	0	0	0	0	0/0	Saber Dance, Miu Lei, Suvi Lei	N/A	M
Tiger King	93	-/12900	31/12	0/0	-3/14	0/0	8	8	8	8	8	8	0/0	Storm Strike, Terror Cyclone, Typhoon Blade	N/A e	C/T/M
Sublimer	99	-/13850	32/4	0/0	10/14	0/0	12	12	12	12	12	12	0/0	Darkness Slash, Flame Vortex, Typhoon Blade	N/A	C/T/M
Sin of Hades*	99	-/13850	33/6	0/0	-15/14	0/0	0	0	0	0	-5	20	0/0	Saber Dance, Terror Cyclone, Evil Twin	Life Drain +10, Skill Drain +10, Cri	M tical Hit +5
1 1 N-1 14	00	HOOPO	00.00	0.00	400	0.10	40	40	40	40	40	40	0.00		0.00 1.00 00	

								45						Red Flame, Tempest Strike		
Heavy	Blade	e Class:	Ear	th, F	Fire,	Woo	d aı	nd TI	hui	nde	r Skil	lls Onl	y			
NAME	Lv	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD		H WATER	FIRE	: Woor	D THUNDER	R DARKNESS	M/B RES	SKILLS	NOTES	OBTAI
Adventurer	1	400/200	3/0	0/0	1/0	0/0	0	0	0	0	0	0	0/0	Death Bringer	N/A	S/SM
Kikuichimonji	1	600/300	5/0	0/0	2/0	0/0	0	0	0	0	0	0	0/0	Hayabusa	N/A	S/SM
Zero Katana	1	-/200	3/0	0/0	1/0	0/0	0	0	0	0	0	0	0/0	Hayabusa	N/A	D
Steelblade	1	-/200	3/0	0/0	1/0	0/0	0	0	0	0	0	0	0/0	Calamity	N/A	Vol.1,
Earth Sword	2	800/400	7/0	0/0	2/0	0/0	5	0	0	-5	0	0	0/0	Calamity	N/A	S/C/M
Curing Sword	3	-/500	7/0	0/0	3/0	0/0	0	0	0	0	0	0	0/0	Repth	N/A	C/SM
Flamberge	3	-/600	7/0	0/0	4/0	0/0	0	-5	5	0	0	0	0/0	Calamity	N/A	C/SM
Green Sword	4	-/700	7/0	0/0	5/0	0/0	-5	0	0	5	0	0	0/0	Death Bringer	N/A	C/M
Stun Sword	5	1600/800	7/0	0/0	6/0	0/0	0	0	0	0	5	-5	0/0	Calamity	N/A	S/C/N
Slayer	6	1800/900	8/0	0/0	5/0	0/0	0	0	0	0	0	0	0/0	Death Bringer	Death +2	S/C/S
Nodachi	6	-/1000	9/0	0/0	5/0	0/0	0	0	0	0	0	0	0/0	Hayabusa	N/A	C/SM
Defense Sword	7	-/1100	10/0	0/5	7/0	0/5	0	0	0	0	0	0	0/0	Death Bringer, Ap Vorv	N/A	C/M/S
Magnifier	8	-/1200	11/5	0/0	9/5	0/0	0	-5	5	0	0	0	0/0	Vak Drive, Ap Vakz	Skill Drain +2	C/SM
Kotetsu Sword*	8	2400/1200	11/5	0/0	9/5	0/0	3	3	3	3	3	3	0/0	Hayabusa, Ap Corv	Critical Hit +10	S
Shanato	9	-/1300	12/0	0/0	9/0	0/0	5	0	0	-5	0	0	0/0	Danku	N/A	C/M/
Absorber	9	-/1400	12/0	5/0	10/0	0/0	3	3	3	3	3	3	0/0	Death Bringer, Dek Vorv	Life Drain +2	C/SN
Byakuen	10	-/1500	12/0	0/0	11/0	0/0	0	-5	5	0	0	0	0/0	Karin	N/A	C/SN
Shidan	11	-/1600	12/0	0/0	12/0	0/0	-5	0	0	5	0	0	0/0	Hirameki	N/A	C/M/
Raijin	12	-/1700	12/0	0/0	13/0	0/0	0	0	0	0	5	-5	0/0	Raika	N/A	SM
Sharp Blade	12	-/1800	13/0	0/0	13/0	0/0	0	0	0	0	0	0	0/0	Gan Smash, Calamity	Critical Hit +2	M/SI
Spiderblade	13	-/1900	14/0	0/0	20/0	0/0	0	0	0	0	0	0	0/0	Karin, Sogasho	Critical Hit +2	C/SN
Sun Fang One	14	-/2000	15/10	0/0	15/10	0/0	0	0	0	0	0	0	0/0	Rai Smash, Juk Drive	N/A	C/SN
Devil Blade	15	-/2100	16/0	0/0	17/0	0/0	3	3	3	3	3	3	0/0	Danku, Kannon	Skill Drain +2	C/SN
Claymore	15	-/2200	17/0	0/0	21/0	0/0	0	0	0	0	0	0	0/0	Rai Smash, Vak Drive	N/A	C/SI
Kikujyumonji	16	-/2300	18/0	0/0	24/0	0/0	0	0	0	0	0	0	0/0	Hirameki, Rairaku	N/A	C/M
Earthian Sword	17	-/2400	19/0	0/0	15/0	0/0	10	0	0	-10	0	0	0/0	Gan Smash, Gan Drive	N/A	C/SI
Life Sword	18	-/2500	19/0	3/2	16/0	0/0	0	0	0	0	0	0	0/0	Gan Smash, Death	N/A	S/C/
Life Office		72003	10,0	0/2	10/0	0,0					Ü	C	0/0	Bringer, Ol Repth	IWA	O/ O.
Flame Sword	18	5200/2600	19/0	0/0	17/0	0/0	0	-10	10	0	0	0	0/0	Vak Smash, Vak Drive	N/A	S/C/
Shikisokuzeiku*	18	-/2600	20/-10	0/0	10/-10		0	0	0	0	0	0	0/0	Hayabusa, Rairaku	Life Drain +5,	M
Oliniounuzum.		-/2000	20/	Ulo	10)	U	U	·			U	U	Uju	nayanusa, nununu	Critical Hit +5	m
Dryad's Sword	19	-/2700	19/0	0/0	18/0	0/0	-10	0	0	10	0	0	0/0	Juk Smash, Juk Drive	N/A	C/SI
Sakabatou*	19	-/2700	12/10	0/0	30/30	0/0	0	0	0	0	0	0	0/0	Death Bringer, Gan Drive	Skill Drain +10	M
Light Giver	20	-/2800	19/0	0/0	19/0	0/0	0	0	0	0	20	-20	0/0	Rai Smash, Rai Drive	N/A	C/T/
Pain Giver	21	-/2900	20/0	0/0	12/0	0/0	0	0	0	0	0	0	0/0	Gan Smash.	N/A	SM
I air divo	21	72000	2010	0/0	100	U/ U	U	Ü	Ü		U	U	0/0	Vak Drive, Dek Vorv	IWA.	Oivi
Horse-Killer	21	-/3000	20/0	0/0	13/0	0/0	0	0	0	0	0	0	0/0	Karin, Hirameki, Ap Corv	Critical Hit +2	C/M/

Heavy Blade Class:	Earth, Fire, Wood	l and Thunder Skills	Only (continued)
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пеату	y Bla	ade Cia	ss:	Eartn,	Fire,	vvoo	a an	ia II	านท	aer	SKII	is Uni	y (c	continuea)		
NAME	Lv	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD '	THUNDER	DARKNESS	M/B RES	Skills	Notes	OBTAIN
Blessed Blade	22	-/3100	21/0	0/10	11/0	0/10	0	0	0	0	0	0	0/0	Juk Smash, Death Bringer, Rig Geam	N/A	SM
Soul Linker	23	-/3200	21/0	0/0	12/0	0/0	0	0	0	0	0	0	0/0	Rai Smash, Gan Drive, Ap Vorv	Skill Drain +2	C/SM
Demonic Sword*	23	-/3150	21/5	0/0	13/15	0/0	0	-15	15	0	0	0	0/0	Karin, Kannon, Vak Don	Skill Drain +15	Vol.2
Stonecrusher	24	-/3300	22/0	0/0	10/0	0/0	20	0	0	-20	0	0	0/0	Danku, Gohryu, Ap Ganz	N/A	M/SM
Steeler	24	-/3400	22/0	0/0	11/0	0/0	0	0	0	0	0	0	0/0	Gan Smash, Rai Drive, Ap Vorma	Life Drain +2	C/SM
Hien	25	-/3500	22/0	0/0	12/0	0/0	0	-20	20	0	0	0	0/0	Karin, Kannon, Ap Vakz	N/A	SM
Karin	26	-/3600	22/0	0/0	13/0	0/0	-20	0	0	20	0	0	0/0	Hirameki, Kitsutsuki, Ap Juka	N/A	C/M/SM
Raimei	27	-/3700	22/0	0/0	14/0	0/0	0	0	0	0	20	Salar A Print of the Asset	0/0	Raika, Rairaku, Ap Raio	N/A	SM
Sonic Blade	27	-/3800	23/0	0/0	9/0	0/0	0	0	0	0	0	0	0/0	Vak Smash, Rai Drive, Ap Torv	Critical Hit +2	C/M/SM
Mimiru's Sword*	27	-/3800	19/0	0/0	9/0	0/0	0	0	0	0	0		0/0	Hayabusa, Calamity	Critical Hit +100	E
Sharktooth	28	-/3900	23/0	0/0	10/0	0/0	0	0	0	0	0		0/0	Karin, Gohryu, Ap Corv	Critical Hit +2	SM
Sun Fang Five	29	-/4000	24/5	0/0	8/10	0/0	0	0	0	0	0	0	0/0	Death Bringer, Rai Drive, Ap Vorma	N/A	C/SM
Ghostdancer	30	-/4100	24/0	0/0	10/0	0/0	5	5	5	5	5		0/0	Hayabusa, Kannon, Ap Torv	Skill Drain +2	C/SM
High Forger	30	-/4200	25/0	0/0	8/0	0/0	0	0	0	0	0	SERVICE CONTRACTOR	0/0	Vak Smash, Juk Drive, Ap Corv	N/A	M/SM
Spark Sword*	30	-/4100	24/0	0/0	18/0	0/0	0	0	0	0	20	-20	0/0	Rai Smash, Rai Drive, Ap Raio	Life Drain +10, Critical Hit +10	Vol.2
Kikuhyakumonji	31	8600/4300	25/0	0/0	10/0	0/0	0	0	0	0	0		0/0	Danku, Rairaku, Ap Corv	N/A	S/C/T/M
Blade 3000*	31	-4300	25/2	0/0	12/2	0/0	0	0	0	0	0		0/0	Hirameki, Kitsutsuki, Ap Corv	Skill Drain +10	M
Laevateinn*	32	-/4350	26/0	0/0	8/0	-10/0	0	-20	20	0	0		0/0	Danku, Rairaku, Ap Corv	Critical Hit +15	M
Rock 'n Roll	36	9800/4900	26/0	0/0	8/0	0/0	15	0	0	-5	0		0/0	Gan Smash, Gan Drive, Ap Ganz	N/A	S/C/T/M/S
Peace Blade	39	10800/5400	26/0	0/0	9/0		0	0	0	0	0	N. Santa Arriva	0/0	Juk Smash, Juk Drive, Rig Saem		S/SM
Corona Blade	40	-/5500	26/0	0/0	10/0	0/0	0	-5	15	0	0	0 -	0/0	Death Bringer, Vak Divider, Ap Corv	N/A	C/SM
Forest Sword	41	-/5550	26/0	0/0	12/0	0/0	-5	0	0	15	0		0/0	Calamity, Juk Divider, Ap Torv	N/A	C/M/SM
Plasma Blade	41	-/5650	26/1	0/0	12/0	0/0	0	0	0	0	15	-5	0/0	Calamity, Raio Maxima, Ap Vorma	N/A	C/SM
Mineuchi*	41	-/5650	-30/-30		30/30		0	0	0	0	0	0	0/0	Death Bringer	N/A	M
Tonosama Sword*	43	-/5900	26/0	0/0	15/0		3	3	3	3	3		0/0	Gohryu, Kitsutsuki, Ap Torv	Critical Hit +15	E
Executer	45	-/6200	27/1	0/0	8/0	0/0	3	3	3	3	3	3	0/0	Death Bringer, Juka Maxima, Ap Vakz	N/A	C/M/SM
Jindachi	46	-/6250	27/1	0/0	10/0		3	3	3	3	3		0/0	Hayabusa, Garekka, Ap Juka	N/A	C/SM
Dispeller	48	-/6550	28/1	0/5	8/0	0/0	3	3	3	3	3	3	0/0	Calamity, Juk Divider, Ap Raio	N/A	C/M/SM
Smiling Blade	50	-/6850	28/1	0/0	10/1	0/0	0	0	0	0	0	0	0/0	Juk Smash, Ganz Maxima, Rig Saem	Skill Drain +2	C/M/SM
Destroyer	51	-/6900	29/1	0/0	7/2	0/0	22	0	0	-5	0	0	0/0	Danku, Kyokushin, Ap Ganz	Critical Hit +2	C/M/SM
Dreams of Yore*	51	-/7000	29/5	0/0	0/5		0	0	0	0	15	-5	0/0	Rairaku, Murakumo, MeRai Do	n N/A	T
Avenger	52	-/7050	29/2	0/0	7/2	0/0	3	3	3	3	3	3	0/0	Vak Smash, Rai Divider, Ap Torv	Life Drain +2	C/M/SM
Byakuen Custom	53	-/7250	29/2	0/0	8/2	0/0	1	-5	22	1	1	1	0/0	Karin, Ohka, Ap Vakz	N/A	C/SM
Honeyflower	54	14600/7300	29/2	0/0	10/2	0/0	-5	1	1	22		1	0/0	Hirameki, Karatakewari, Ap Juka	N/A	S/C/SM
Shichishito	54	14700/7350	29/2	0/0	11/3			1	1	1	22		0/0	Rairaku, Murakumo, Ap Raio	N/A	S/C/SM
D: : 0 !	54	14800/7400	30/2	0/0	11/4	0/0	3	3	3	3	3	3	0/0	Vak Smash, Rai Divider, Ap Corv	Critical Hit +4	S/C/SM
Divine Speed																Colonial Colonia Colonial Colonial Colonial Colo
Narukikyou	55	-/7450	30/2	0/0	11/5	0/0	3	3	3	3	3	3	0/0	Raika, Ohka, Ap Torv	Critical Hit +4	C/SM
Physiology C.,	55 55	-/7450 -/14900	30/2	0/0	11/5		3 4	3 4	3	3 4	3 4		0/0	Raika, Ohka, Ap Torv Death Bringer, Juka Maxima, Ap Vorma	Critical Hit +4 Life Drain +3	T/SM
Narukikyou						0/0						4		Death Bringer,		

Heavy	y Bla	ade Cla	iss:	Earth,	Fire,	Woo	od ai	าd T	hur	idei	r Skill	s On	ly (d	continued)		
NAME	Lv	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	Wood	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	Овт
Grim Sword	59	-/16000	32/3	0/0	11/5	0/0	4	4	4	4	4	4	0/0	Rai Drive, Vak Divider, Ap Torv	N/A	T/SM
Kikusenmonji	59	-/16000	32/3	0/0	10/5	0/0	4	4	4	4	4	4	0/0	Raika, Kamikusabi, Ap Torv	N/A	T/SM
Earthbreaker	61	-/16500	33/3	0/0	10/5	0/0	23	2	2	-5	2	2	0/0	Gan Drive, Ganz Maxima, Ap Ganz	N/A	T/SM
Nightingale	66	-/17800	33/2	0/0	10/6	0/0	4	4	4	4	4	4	0/0	Gan Divider, La Repth, Rig Saem	N/A	T/SM
Honokagutuchi	68	-/18400	33/2	0/0	10/6	0/0	2	-5	23	2	2	2	0/0	Ohka, Unyo no Tachi, Ap Vakz	N/A	T/SM
Azure Blade	69	-/18600	33/3	0/0	10/6	0/0	-5	2	2	23	2	2	0/0	Juk Divider, Juka Maxima, Ap Juka	N/A	SM
Heavy Tempest	69	-/18600	33/3	0/0	10/6	0/0	2	2	2	2	23	-5	0/0	Rai Divider, Raio Maxima, Ap Raio	N/A	C/SM
Mercy Killer	69	-/18700	34/4	0/0	10/6	0/0	4	4	4	4	4	4	0/0	Vak Divider, Raio Maxima, Ap Torv	N/A	C/SM
Higekirimaru	69	-/18700	34/4	0/0	10/6	0/0	4	4	4	4	4	4	0/0	Kyokushin, Garekka, Ap Corma	N/A	C/SM
Guardian Blade	70	-/18900	34/4	0/0	10/6	0/0	4	4	4	4	4	4	0/0	Juk Divider, Raio Maxima, Ap Vorma	Life Drain +3	C/M/S
Claimh Solais	71	-/19200	34/5	0/0	10/6	0/0	4	4	4	4	4	4	0/0	Rai Divider, Ganz Maxima, Ap Torv	Skill Drain +5	C/SM
Stonegod Sword	74	-/19900	34/5	0/0	8/6	0/0	25	3	3	-5	3	3	0/0	Kyokushin, Gohrai, Ap Ganz	N/A	C/SM
Sword of Gain	75	-/20200	35/5	0/0	8/7	0/0	5	5	5	5	5	5	0/0	Vak Divider, Juka Maxima, Ap Torv	Skill Drain +5	C/T/SN
Asian Phoenix	77	-/20700	35/5	0/0	8/7	0/10	3	-5	25	3	3	3	0/0	Ohka, Garekka, Ap Vakz	N/A	C/SM
Asura	77	-/20900	35/6	0/0	8/7	0/0	-5	4	4	25	4	4	0/0	Karatakewari, Kamikusabi, Ap Juka	N/A	C/T
Thunderlord	78	-/21000	35/6	0/0	10/10	0/0	3	3	3	3	25	-5	0/0	Murakumo, Unyo no Tachi, Ap Raio	Critical Hit +5	C/T
Excalibur	78	-/21000	36/6	0/0	10/12	0/0	5	5	5	5	5	5	0/0	Juk Divider, Vakz Maxima, Ap Torv	Critical Hit +5	C/T
Made in Heaven*	81	-/21900	35/8	0/0	-5/12	0/0	-5	5	5	18	5	5	0/0	Juk Divider, Juka Maxima, Dek Vorma	Skill Drain +15	M
Oni's Fork	88	-/23800	36/7	0/0	10/10	0/0	5	5	5	5	5	5	0/0	Ohka, Murakumo, Unyo no Tachi	N/A	C/T
Benevolence*	88	-/23800	1	0/0	30/30	0/0	0	0	0	0	0	0	0/0	Hayabusa	N/A	M
The Sun Fang	90	-/24200	36/7	0/0	10/10	0/0	5	5	5	5	5	5	0/0	Vakz Maxima, Juka Maxima, Raio Maxima	Critical Hit +5	C/T/M
Tsumugari	98	-/26400	36/8	0/10	11/15	0/10	5	5	5	5	5	5	0/0	Garekka, Unyo no Tachi, Kamikusabi	Skill Drain +5	T/M
Forsaken Light*	99	-/26800	38/8	0/0	15/15	-10/0	8	-5	20	8	8	8	0/0	Vak Divider, Rai Divider, Ganz Maxima	Critical Hit +10	M

Blademaster Class:	Earth, Water, Fire and Darkness Skills Only
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Diaue	emas	ster Cia	55 :	Eartn,	vvat	er, F	ire ai	na L	yark	mes	ss Sk	alls Ol	nly			
NAME	Lv	B/S	P/M ATK	P/M Def	P/M ACC	P/M EVD	EARTH	WATER	FIRE	Wool	D THUNDER	R DARKNESS	M/B RES	SKILLS	Notes	Овти
Basic Sword	1	300/150	2/0	0/0	1/0	0/0	0	0	0	0	0	0	0/0	Cross Slash	N/A	S/C/S
Brave Sword	1	-/250	4/0	0/0	2/0	0/0	0	0	0	0	0	0	0/0	Crack Beat	N/A	C/SM
Rondo	2	-/300	5/0	0/0	3/0	0/0	5	0	0	-5	0	0	0/0	Revolver, Ap Torma	N/A	C/M/S
Mizuchi	2	800/400	5/0	0/0	4/0	0/0	0	5	-5	0	0	0	0/0	Revolver, Ap Ganz	N/A	S/C/N
8 Phase Sword	2	-/300	5/0	0/0	4/0	0/0	0	0	0	0	0	0	0/0	Crack Beat	N/A	D
Gakaku	3	-/500	5/0	0/0	5/0	0/0	0	-5	5	0	0	0	0/0	Revolver, Ap Ruem	N/A	C/M/S
Strange Blade	4	-/600	5/0	0/0	6/0	0/0	0	0	0	0	0	0	0/0	Revolver	N/A	C/M/S
Executioner	5	1400/700	6/0	0/0	7/0	0/0	0	0	0	0	0	0	0/0	Crack Beat	Death +2	S/C/S
Unicorn Blade	5	-/800	7/0	0/0	8/0	0/0	0	0	0	0	-5	5	0/0	Ani Slash	N/A	C/M/S
Corpseblade	6	-/900	8/0	0/0	9/0	0/0	0	0	0	0	0	0	0/0	Vak Slash	N/A	C/SN
Oval Sword	7	-/1000	9/0	0/0	10/0	0/0	0	0	0	0	0	0	0/0	Rue Slash	N/A	C/SN
Grunty's Sword	8	-/1100	10/0	0/0	11/0	0/0	0	0	0	0	0	0	0/0	Crack Beat, Ani Slash	Skill Drain +2	C/SN
Fugaku	8	-/1200	11/0	0/0	12/0	0/0	7	0	0	-7	0	0	0/0	Revolver, Gan Slash	N/A	C/M/
Ensui	9	-/1300	11/0	0/0	13/0	0/0	0	7	-7	0	0	0	0/0	Crack Beat, Rue Slash	N/A	C/SN
Komura	10	-/1400	11/0	0/0	14/0	0/0	0	-7	7	0	0	0	0/0	Revolver, Vak Slash	N/A	C/M/
Souleater	10	-/1500	12/0	0/0	15/0	0/0	0	0	0	0	0	0	0/0	Crack Beat, Gan Slash	Life Drain +2	SM
Houraiken	10	-/1500	12/0	0/0	15/0	0/0	0	0	0	0	0	0	0/0	Cross Slash	N/A	Vol.2
Singing Blade	11	-/1600	13/0	0/0	16/0	0/0	0	0	0	0	0	0	College State	Crack Beat		1000000
Ends of Earth	11	-/1600	30/0	0/0	28/0	0/0	0	0	0	0	0	0	0/0		Critical Hit +2	C/M/
Guillotine	11	-/1600	13/0	0/0	16/0	0/0	0	0	0	0			0/0	Cross Slash, Crack Beat	N/A	D
Dogman's Sword	12	-/1700	14/0	0/0		100000					0	0	0/0	Revolver	N/A	Vol.2
Steelblade	13		Maria Maria Maria		17/0	0/0	0	-7	7	0	0	0	0/0	Revolver, Vak Slash	N/A	C/SN
Glitter	13	-/1800	15/0	0/0	23/0	0/0	0	0	0	0	0	0	0/0	Vak Crack, Gan Revolver	Critical Hit +2	C/SN
		3800/1900	16/10	0/0	19/10	0/0	0	0	0	0	0	0	0/0	Rue Crack, Revolver	N/A	S/C/S
Phoenix's Wing*	13	-/1900	16/10	0/0	19/10	0/0	0	0	0	0	0	0	0/0	Ani Slash, Ani Revolver	Skill Drain +10	M/S
Seal Sword	14	-/2000	17/0	0/0	20/0	0/0	3	3	3	3	3	3	0/0	Ani Crack, Revolver	Skill Drain +12	C/SN
Jinsaran*	14	-/2000	18/-10	0/0	22/-10	0/0	0	-15	15	0	0	0	0/0	Vak Crack, Vak Revolver	Life Drain +10	M
Patriot	15	-/2100	18/0	0/0	16/0	0/0	2	2	2	2	2	2	0/0	Gan Slash, Revolver	N/A	T/M/
Siegfried	16	-/2200	19/0	0/0	16/0	0/0	3	3	3	3	3	3-	0/0	Vak Crack, Revolver	N/A	M/SI
Heaven & Earth	16	-/2300	20/0	0/0	15/0	0/0	10	0	0	-10	0	0	0/0	Gan Slash, Gan Revolver	N/A	M/SI
Lake & Sea	17	-/2400	20/0	0/0	16/0	0/0	0	10	-10	0	0	0	0/0	Rue Slash, Rue Revolver	N/A	C/M/
Fire & Sky	18	-/2500	20/0	0/0	17/0	0/0	0	-10	10	0	0	0	0/0	Vak Slash, Vak Revolver	N/A	C/M/
Comet Blade	19	-/2600	20/0	0/0	18/0	0/0	0	0	0	0	0	0	0/0	Gan Slash, Revolver, Repth	N/A	C/SN
Demon Killer	19	-/2700	20/1	0/0	19/1	0/0	0	0	0	0	-10	10	0/0	Ani Slash, Ani Revolver	N/A	C/SN
6 Side Blade	20	-/2800	21/1	0/0	14/2	0/0	3	3	3	3	3	3	0/0	Rue Slash, Gan Crack	N/A	C/M/
7 Star Sword	21	-/2900	21/2	0/0	15/2	0/0	4	4	4	4	4	4	0/0	Gan Slash, Vak Crack	N/A	C/M/
Lion's Blade	22	-/3000	22/2	0/0	16/2	0/0	4	4	4	4	4	4	0/0	Vak Slash, Ani Crack	N/A	C/SN
Menhir Sword	22	-/3100	22/2	0/0	17/2	0/0	5	5	5	5	5	5	0/0	Vak Crack, Gan Crack	Skill Drain +2	C/SN
Matoi	23	-/3200	23/2	0/0	13/2	0/0	12	0	0	-12	0	0	0/0	Gan Crack, Gan Revolver	N/A	C/SN
Bureido*	23	-/3250	24/0	0/0	14/0	-15/0	0	12	-5	0	0	0	0/0	Ani Crack, Ani Revolver,	Critical Hit +15	M
			io fraversi		.,,,	.0,0							0/0	Ani Don	Gillical fill +15	m
SWORD*	23	-/3200	23/5	0/0	10/10	0/0	0	20	-20	0	0	0	0/0	Rue Crack, Rue Revolver	Life Drain +10, Skill Drain +10	M
SK's Sword*	29	-/3950	25/2	0/0	11/2	0/0	1	1	1	1	1 60	1	0/0	Cross Slash, Crack Beat, Revolver	N/A	Vol.
leavenly Sword	32	-/4950	23/5	0/0	13/3	0/0	0	12	-12	0	0	0	0/0	Rue Crack, Rue Revolver	N/A	D
lataku	34	9300/4650	23/2	0/0	14/2	0/0	0	12	-5	0	0	0	0/0	Rue Crack, Rue Revolver	N/A	
Soujin	35	-/4750	24/2	0/0	15/2	0/0	0	-5	12	0	0	0				S/SN
Bloody Pain	37	-/5100	24/2	0/0	12/2	0/0	0	0	6	0			0/0	Vak Crack, Vak Revolver	N/A	C/SN
enkafuubu	40	-/5500	24/2	0/0							0	6	0/0	Vak Revolver, Ani Revolver	Life Drain +2	C/SN
Phantom Blade	40				13/2	0/0	3	3	3	3	3	3	0/0	Rue Crack, Gan Revolver	Critical Hit +2	C/M/
	Contract Con	-/5550 -/5500	25/3	0/0	11/3	0/0	2	2	2	2	-5	13	0/0	Ani Crack, Ani Revolver	Critical Hit +2	SM
Sorrow*	40	-/5500	-30/-30	0/0	30/30	0/0	0	0	0	0	0		0/0	Cross Slash	N/A	M
tising Sun	42	-/5800	25/3	0/0	13/3	0/0	2	-5	13	2	2	2	0/0	Cross Slash, Vak Revolver, Gan Revolver	Critical Hit +2	C/SN
beron	43	-/5950	26/3	0/0	12/3	0/0	3	3	3	3	3	3	0/0	Ani Crack, Rue Crack, Ap Vorma	N/A	С
anished Blade	44	-/6050	26/3	0/0	13/3	0/0	3	3	3	3	3	3	0/0	Gan Slash, Ani Slash, Dek Corv	Skill Drain +2	C/SN

NAME	LV	B/S	P/M	P/M	P/M	P/M	EARTH	WATER	FIRE	Woo	D THUNDER	DARKNESS		SKILLS	NOTES	ОВТА
Pegasus Comet	48	-/6600	27/3	0/0	10/3	0/0	4	4	4	4	4	4	0/0	Vak Revolver,	N/A	SM
											100		0,0	Gan Revolver, Dek Vorv	1671	Oili
Seventh Seal	50	-/6850	27/3	0/0	12/3	0/0	5	5	5	5	5	5	0/0	Rue Crack, Gan Revolver,	N/A	C/M/
		,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	21/0	0,0	12.0	0,0							0/0	Dek Torv	N/A	O/IVI/
Gimme Life*	51	-/7000	27/6	0/0	6/6	0/0	15	3	3	-5	3	3	0/0	Ganz Spiral	Skill Drain +10	T
air Soul	52	14200/7100	28/3	0/0	11/4	0/0	15		1	-5	1	1	0/0	Gan Slash, GiGan Slash,	N/A	S/C/S
an oou	02	11230/1100	20/0	0/0		0/0	10	0		Ů		68	0/0	Dek Ganz	IVA	3/0/
Bear's Sword*	53	-/7300	28/4	6/0	15/6	0/0	2	2	2	2	2	2	0/0	GiGan Crack, Dek Vorv, Dek Vorma	N/A	E
Stream Sword	55	-/7500	28/4	0/0	12/4	0/0	2	15	-5	2	2	2	0/0	Rue Slash, GiRue Crack, Dek Ruem	N/A	C/M/
lonor's Breath	55	-/15100	28/4	0/0	13/5	0/0	2	-5	15	2	2	2	0/0	Vak Slash, GiVak Crack,	N/A	T/SN
200														Dek Vakz		
'hoenix's Fire*	55	-/7500	29/2	0/0	15/2	-10/0	4	4	4	4	4	4	0/0	Vak Revolver, Vakz Spiral	Critical Hit +10	M
carlet Cross	61	-/16700	28/4	0/0	12/5	0/0	2	-5	15	2	2	2	0/0	GiVak Slash, Repth, Vakz Spiral	N/A	T/SN
Godslayer	62	-/17000	29/5	0/0	14/6	0/0	3	3	3	3	-5	16	0/0	Ani Slash, GiAni Crack, Suvi Lei	Death +2	T/SN
leedleblade	65	-/17800	29/5	0/0	10/5	0/0	4	4	4	4	4	4	0/0	GiVak Crack, GiGan Slash,	N/A	T/SN
hichiyou	69	-/18800	20/5	0/0	10/5	0/0	5	5	5	5	5	5	0/0	Ap Vorma	N/A	T01
		N. Physican	29/5		12/5							2 10.00	0/0	GiAni Crack, GiRue Slash, Dek Corv	N/A	T/M/
Gold Sword	76	-/20600	30/5	0/0	10/5	0/10	6	6	6	6	6	6	0/0	Anid Spiral, GiVak Slash, Dek Vorv	N/A	C/T/S
Maniac Sword*	77	-/21000	33/7	0/0	0/10	0/0	5	5	5	5	5	5 (19)	0/0	GiAni Slash, Dek Vorv, Vakz Spiral	Life Drain +15	C
rickster	78	-/21200	30/5	0/0	11/6	0/0	7	7	7	7	7	7	0/0	GiAni Slash, Dek Vorv, Vakz Spiral	Skill Drain +2	C/T/S
aturn Sword	83	-/22600	31/6	0/0	12/6	0/0	20	4	4	-5	4	4	0/0	GiGan Slash, GiGan Crack, Ganz Spiral	N/A	SM
Mercury Sword	83	-/22700	31/6	0/0	13/7	0/0	4	20	-5	4	4	4 (4.3)	0/0	GiRue Slash, GiRue Crack, Ruem Spiral	N/A	C/SN
Mars Sword	84	-/22800	31/6	0/0	14/7	0/0	4	-5	20	4	4	4	0/0	GiVak Slash, GiVak Crack, Vakz Spiral	N/A	SM
unk Sword*	84	-/22800	-50/-50	0/0	30/30	0/0	0	0	0	0	0	0	0/0	Crack Beat	N/A	M
hantom Pain	85	-/23100	31/7	0/0	15/8	0/0	5		5	5	5	5	0/0	d Spiral	Life Drain +2	C/T/S
kysweeper	85	-/23200	31/7	0/0	14/8	0/3	3		3	3	-5	20	0/0	GiAni Slash,GiAni Crack, Anid Spiral	Critical Hit +3	C/SN
ugrats Nights	86	-/23300	32/7	0/0	15/10	0/0	7	7	7	7	7	7 (83)	0/0	GiVak Slash, GiVak Crack,	Critical Hit +3	C
vil Eyes	87	-/23600	33/7	0/0	15/11	0/0	8	8	8	8	8	8	0/0	Mumyn Lei GiAni Slash, GiGan Slash,	Death +3	С
ormungand	91	-/24800	34/7	0/0	14/12	0/0	9	9	9	9	9	9	0/0	Dek Vorv GlGan Slash, GiRue Crack,	Critical Hit +5	C/T
														Dek Vorma		
ernity	94	-/25500	35/8	0/0	16/15	0/0	9	9	9	9	9	9	0/0	GiRue Slash, GiGan Crack, Dek Vorv	Skill Drain +5	C/T/N
haos Sword*	99	-/27000	36/8	0/0	20/15	0/0	9	9	9	9	9	9	0/0	Ganz Spiral, Vakz Spiral,	Critical Hit +10	M

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/ Heav	/ AX	ceman C	Jass:	Earti	n, l	water,	i nui	naei	an	a I	Dari	kness :	SKIIIS	Uniy		Property.
NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	Woo	OD THUM	DARKNES	S M/B RES	SKILLS	NOTES	OBTAIN
Hatchet	1	400/200	3/0	0/0	1/0	0/0	0	0	0	0	0	0	0/0	Axel Pain	N/A	S/C/SM
Short Swing	1	-/300	4/0	0/0	1/0	0/0	0	0	0	0	0	0	0/0	Triple Wield	N/A	C/SM
Golden Axe	1	-/300	1/0	0/0	0/0	0/0	0	0	0	0	0	0	0/0	N/A	N/A	SM
Silver Axe	1	-/150	5/0	0/0	-99/0	0/0	0	0	0	0	0	0	0/0	N/A	N/A	SM
Battle Axe	2	-/400	5/0	0/0	1/0	0/0	5	0	0	-5	0	0	0/0	Axel Pain	N/A	M/SM
Meteor Axe	2	-/400	7/0	0/0	3/0	0/0	0	0	0	0	0	0	0/0	Brandish	N/A	Vol.1, Vol.
Water Axe	3	1000/500	5/0	0/0	2/0	0/0	0	5	-5	0	0	0	0/0	Triple Wield	N/A	S/C/SM
Flame Axe	4	-/600	5/0	0/0	3/0	0/0	0	0	0	0	0	0	0/0	Brandish, Repth	N/A	C/SM
White Axe	4	-/600	5/0	0/0	3/0	0/0	1	1	1	1	1	00 10 84	0/0	Brandish, Repth	N/A	D
Wind Axe	5	-/700	6/0	0/0	2/0	0/0	0	0	0	0	0	0	0/0	Triple Wield	Death +2	C/M/SM
Thunder Axe	5	1600/800	6/0	0/0	3/0	0/0	0	0	0	0	5	-5	0/0	Rai Break	N/A	S/C/M/SM
Midnight Axe	6	-/900	6/0	0/0	4/0	0/0	0	0	0	0	-5	5	0/0	Ani Tornado	N/A	C/SM
Razor Axe	7	-/1000	7/0	0/0	3/0	0/0	0	0	0	0	0	0	0/0	Gan Basher	N/A	C/M/SM
Bronze Axe	8	-/1100	8/0	0/0	5/0	0/0	0	0	0	0	0	0	0/0	Rai Tornado	N/A	C/SM
Cursed Axe	9	-/1200	9/0	0/0	7/0	0/0	0	0	0	0	-5	5	0/0	Ani Break	Skill Drain +2	C/SM
Earth Axe	9	-/1300	10/0	0/0	7/0	0/0	5	0	0	-5	0	0	0/0	Gan Tornado	N/A	C/M/SM
Water God Axe	10	-/1400	10/0	0/0	8/0	0/0	0	5	-5	0	0	0	0/0	Rue Tornado	N/A	C/M/SM
Bloody Axe	11	-/1500	10/0	0/0	9/0	0/0	0	0	0	0	0	0	0/0	Ani Basher	Life Drain +2	C/SM
Bandit's Axe	12	-/1600	10/0	0/0	10/0	0/0	0	0	0	0	0	0	0/0	Gan Break	N/A	SM
Charged Axe	13	-/1700	10/0	0/0	11/0	0/0	0	0	0	0	5	-5	0/0	Rai Tornado	Critical Hit +2	C/SM
Darkness Axe	13	-/1800	10/0	0/0	12/0	0/0	0	0	0	0	-5	5	0/0	Ani Tornado	N/A	C/SM
Master's Axe	14	-/1900	12/0	0/0	20/0	0/0	1	1	1	1	1	1	0/0	Axel Pain, Rai Tornado	Critical Hit +2	C/M/SM
Papillon Axe	15	4000/2000	13/10	0/0	13/10	0/0	2	2	2	2	2	2	0/0	Ani Break, Rue Tornado	N/A	S/C/SM
Giant Hill*	15	-/2000	16/0	0/0	0/0	0/0	0	0	0	0	0	0	0/0	Gan Tornado, Gan Basher	Life Drain +10	M
Devil's Axe	16	-/2100	14/0	0/0	15/0	0/0	5	5	5	5	5	5	0/0	Axel Pain, Triple Wield	Skill Drain +2	M/SM
Axe Bomber*	16	-/2100	13/0	0/0	20/0	-15/0	0	0	0	0	15	-15	0/0	Rai Tornado, Rai Basher	Critical Hit +5	M
Handyman's Axe	17	-/2200	15/0	0/0	12/0	0/0	0	0	0	0	0	0	0/0	Axel Pain, Gan Basher	N/A	T/M/SM
Full Swing	17	-/2300	16/0	0/0	11/0	0/0	0	0	0	0	0	0-	0/0	Triple Wield, Rai Basher	N/A	M/SM
Drought Axe	18	-/2400	17/0	0/0	10/0	0/0	7	0	0	-7	0	0	0/0	Gan Break, Gan Basher	N/A	SM
Brook Axe	19	-/2500	17/0	0/0	12/0	0/0	0	7	-7	0	0	0	0/0	Rue Break, Rue Basher	N/A	C/SM
Vitality Axe	20	-/2600	18/0	0/0	10/0	0/0	3	3	3	3	3	3	0/0	Rue Break, Repth	N/A	C/M/SM
Sinner's Axe	21	-/2700	19/0	0/0	10/0	0/0	0	0	0	0	0	0	0/0	Ani Break, Ani Basher	N/A	C/M/SM
Overloaded	21	-/2800	20/0	0/0	9/0	0/0	0	0	0	0	7	-7	0/0	Rai Break, Rai Basher	Life Drain +2	C/SM
Darkness	22	-/2900	20/0	0/0	11/0	0/0	0	0	0	0	-7	7	0/0	Ani Break, Ani Basher	N/A	C/SM
Golden Mean	23	-/3000	21/0	0/0	8/0	0/0	0	0	0	0	0	0	0/0	Rue Tornado, Rai Tornado	N/A	C/SM
New Scythe	24	-/3100	21/0	0/0	10/0	0/0	0	0	0	0	0	0	0/0	Axel Pain, Gan Tornado	N/A	C/M/SM
Sorcery's Axe	25	-/3200	22/0	0/0	8/1	0/0	0	0	0	0	0	0	0/0	Axel Pain, Ani Basher	Skill Drain +2	C/SM
Quake Axe	25	-/3300	22/0	0/0	10/1	0/0	10	0	0	-10	0	0	0/0	Gan Tornado, Gan Basher	N/A	C/M/SM
8 Key Guardian*	26	-/3400	23/0	0/0	8/0	-10/0	0	20	-20	0	0	0	0/0	Rue Break, Rue Tornado,	Critical Hit +10	M
A MATERIAL PROPERTY OF THE PARTY OF THE PART			MANUE AND	i Hog			3					2012		Rue Basher		
Dragon Axe	29	7500/3750	23/0	0/0	7/1	0/0	0	10	-10	0	0	0	0/0	Rue Tornado, Rue Basher	N/A	S/C/SM
Splatter Axe	34	-/4300	24/0	0/0	8/2	0/0	2	2	2	2	2	2	0/0	Triple Wield, Ani Tornado	Life Drain +2	C/SM
Axe of Mobs	34	-/4400	25/0	0/0	8/2	0/0	2	2	2	2	2	2	0/0	Triple Wield, Gan Tornado	Critical Hit +2	C/M/SM
Vortex Axe	36	-/4650	25/0	0/0	9/3	0/0	1	1	1	1	10	-5	0/0	Rai Tornado, Rai Basher	N/A	M/SM
Alien Axe	37	-/4750	26/0	0/0	8/3	0/0	1	1	1	1	-5	10	0/0	Ani Tornado, Ani Basher	N/A	C/M/SM
Key Axe*	38	-/4800	22/2	0/0	10/2	0/0	20	0	0	-20	0	0	0/0	Rue Tornado, Rue Basher	Life Drain +15,	T
noy rac	•••	74000	EL/L	0,0	10/2								0,0	nuo lomado, nuo basnoi	Skill Drain +10	
Artisan Axe	41	-/5250	26/0	0/0	9/4	0/0	2	2	2 ·	2	2	2	0/0	Axel Pain, Rai Tornado, Rue Basher	Critical Hit +2	- C/M/SM
Exhaustion*	43	-/5500	-30/-30	0/0	30/30	0/0	0	0	0	0	0	0	0/0	Axel Pain	N/A	M
Fairy Axe	47	-/5950	27/0	0/0	8/4	0/0	2	2	2	2	2	2	0/0	Axel Pain, Rue Tornado, Rue Basher	N/A	M/SM
Tri-Tips*	48	-/6100	30/1	0/0	8/6	-15/0	0	12	-5	0	0	0	0/0	Rue Tornado, Ruem Punish	N/A	M
Dark God's Axe	49	-/6200	27/1	0/0	8/5	0/0	5	5	5	5	5	5	0/0	Axel Pain, Ani Tornado,	Skill Drain +2	C/M/SM
Lumberjack	50	-/6400	28/1	0/0	10/6	0/0	12	4	4	-5	4	4	0/0	Brandish Axel Pain, Gan Tornado, Critica	l Hit +2	C/M/SM
														Gan Basher		

AME	LV	B/S	P/M	P/M	P/M	P/M	EARTH		FIRE		A STATE OF	R DARKNES		Only (contin	Notes	Ов
			ATK	DEF	ACC	EVD			INE	*****	D THUNDE		RES	SKILLS	NUIES	
ver Swing	53	-/6750	28/1	0/0	8/6	0/0	3	3	3	3	3	3	0/0	Rai Tornado, GiGan Break	N/A	SN
hunder Dad*	53	-/6650	28/6	0/0	0/8	0/0	0	0	0	0	12	-5	0/0	Rai Tornado, Raio Punish	Life Drain +10	T
esert Axe	54	13700/6850	29/1	0/0	6/6	0/0	12	3	3	-5	3	3	0/0	Gan Tornado, Ganz Punish	N/A	S/0
iquid Axe	55	-/6950	29/1	0/0	8/7	0/0	3	12	-5	3	3	3	0/0	Rue Tornado, Ruem Punish	N/A	C/S
ibrant Blade	56	-/14100	30/1	0/0	5/8	0/0	4	4	4	4	4	4	0/0	Axel Pain, Repth, Ruem Punish	N/A	C/N
rute's Axe	61	-/15400	30/2	0/0	7/8	0/0	4	4	4	4	4	4	0/0	Axel Pain, Ani Tornado, GiAni Rampage	N/A	T/N
hock Axe	62	-/15700	31/2	0/0	4/8	0/0	3	3	3	3	12	-5	0/0	Rai Break, Rai Tornado, Raio Punish	N/A	T/S
lack Axe	63	-/16000	31/3	0/0	6/8	0/0	3	3	3	3	-5	12	0/0	Ani Break, Ani Tornado, Anid Punish	N/A	T/N
lasma Axe	71	-/17900	32/3	0/0	4/8	0/0	4	4	4	4	4	4	0/0	Axel Pain, GiRai Break,	N/A	T/S
														Raio Punish		
liracle Axe	72	-/18100	33/3	0/0	4/9	0/0	4	4	4	4	4	4	0/0	Axel Pain, GiRai Break, Ruem Punish	N/A	С/Л
alice's Axe	74	-/18600	33/4	0/0	6/9	0/0	0.4	4	4	4	4	4	0/0	Axel Pain, GiAni Break, Anid Punish	Skill Drain +2	СЛ
atcher*	79	-/19800	35/10	0/0	-5/20	0/0	0	0	0	0	-5	15	0/0	Ani Tornado, GiAni Break, Anid Punish	Skill Drain +10	C
ubaru's Axe*	80	-/20000	31/8	0/5	6/10	0/0	3	3	3	3	3	3	0/100	GiRue Rampage, Ganz Punish, Rig Geam	N/A	E
aia's Axe	85	-/21300	34/4	0/0	4/9	0/0	15	3	3	-5	3	3	0/0	GiGan Break, GiGan Rampage, Ganz Punish	N/A	M/
eptune	86	-/21600	34/5	0/0	6/9	0/0	3	15	-5	3	3	3	0/0	GiRue Break, GiRue Rampage, Ruem Punish	N/A	C/S
ampire Axe	89	-/22300	35/5	0/0	6/10	0/0	4	4	4	4	4	4	0/0	GiAni Break, GiGan Break, Anid Punish	Life Drain +3	SN
azy Axe	90	-/22500	35/6	0/0	6/10	0/0	4	4	4	4	4	4	0/0	Raio Punish, GiRai Break, Anid Punish	Critical Hit +3	С/Л
ghtning Axe	90	-/22600	36/6	0/0	7/11	0/0	3	3	3	3	15	-5	0/0	GiRai Break, GiRai Rampage, Raio Punish	Skill Drain +3	C/S
mension	91	-/22800	36/7	0/0	7/11	0/0	3	3	3	3	-5	15	0/0	GiAni Break, GiAni Rampage, Anid Punish	Life Drain +3	C/N
ah Piros!*	92	-/23200	-50/-50	0/0	30/30	0/0	0	0	0	0	0	0	0/0	Triple Wield	N/A	M
aestro Axe	93	-/23300	37/7	0/0	7/11	0/0	4	4	4	4	4	4	0/0	GiRue Break, GiRai Rampage, Anid Punish	Critical Hit +3	C/I
igel Axe	94	-/23700	38/8	0/0	7/11	0/0	4	4	4	4	4	4	0/0	GiGan Break, GiRue Rampage, Raio Punish	Death +3	C/I
ssing Axe	99	-/24900	39/8	0/0	7/12	0/0	5	5	5	5	5	5	0/0	GiRue Break, GiAni Rampage, Ganz Punish	Skill Drain +5	C/I
ll's Herald*	99	-/25000	40/10	0/0	15/15	-10/0	5	5	5	5	-5	20	0/0	GiAni Break, GiGan Rampage, Raio Punish	Critical Hit +10	M
	No. of Street,			CONTRACTOR OF THE PARTY OF	15/15	0/0	7	7						ardan riampaye, maio Fullish		STEEL STEEL

						A CONTRACTOR									Market All Services	The state of
NAME	Lv	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	Woo	D THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	Овт
Bronze Spear	1 1	400/200	3/0	0/0	1/0	0/0	0	0	0	0	0	0	0/0	Triple Doom	N/A	S/C/
Iron Spear	1	-/250	4/0	0/0	2/0	0/0	0	0	0	0	0	0	0/0	Repulse Cage	N/A	C/N
Relief Lance	2	700/350	8/0	0/0	3/0	0/0	0	0	0	0	0	0	0/0	Double Sweep	N/A	S/C
Water Spear	2	-/450	8/0	0/0	4/0	0/0	0	5	-5	0	0	0	0/0	Triple Doom	N/A	C/S
mazon Spear	2	-/450	8/0	0/0	2/0	0/0	0	0	0	0	0	0	0/0	Triple Doom	N/A	D
ire Spear	3	-/550	8/0	0/0	5/0	0/0	0	-5	5	0	0	0	0/0	Repulse Cage	N/A	C/I
Vooden Spear	4	1300/650	8/0	0/0	6/0	0/0	-5	0	0	5	0	0	0/0	Double Sweep	N/A	S/0
lectric Spear	4	-/750	8/0	0/0	7/0	0/0	0	0	0	0	5	-5	0/0	Triple Doom	N/A	C/S
laive	5	-/850	8/0	0/0	8/0	0/0	0	0	0	0	0	0	0/0	Repulse Cage	Death +2	C/S
iold Spear	6	-/950	13/0	0/0	9/0	0/0	0	0	0	0	0	0	0/0	Double Sweep	N/A	C/I
ihonmaru	7	-/1050	15/0	0/0	10/0	0/0	0	0	0	0	0	0	0/0	Triple Doom	N/A	C/S
pear of Spell	7	-/1150	15/0	0/0	11/0	0/0	0	0	0	0	0	0	0/0	Triple Doom	Skill Drain +2	C/I
loody Lance	8	-/1250	17/0	0/0	12/0	0/0	3	3	3	3	3	3	0/0	Triple Doom	Death +2	C/S
lerman Spear	9	-/1350	17/0	0/0	13/0	0/0	0	10	-10	0	0	0	0/0	Rue Repulse	N/A	C/S
ternal Victor	9	-/1350	17/0	0/0	13/0	0/0	1	1	1	1	1	1	0/0	Juk Doom, Juk Wipe	N/A	Vol
avaman Spear	10	-/1450	17/0	0/0	14/0	0/0	0	-10	10	0	0	0	0/0	Vak Repulse	N/A	C/N
eeman Spear	10	-/1550	17/0	0/0	15/0	0/0	-10	0	0	10	0	0	0/0			
larine Spear	10	-/3000	25/0	0/0	15/0	0/0	0	15	-5					Juk Repulse	N/A	C/N
trormer Spear	11	-/1650	17/0	0/0	16/0	0/0	0	0	-5	0	0	0	0/0	Triple Doom, Repth	N/A	C
erserk Snear	12	-/1750	19/0	0/0	17/0	0/0	0	0	0	0	0	-10 0	0/0	Rai Repulse Vak Renulse, Double Sween	N/A Critical Hit +2.	C/I
eipnir	12	-/1850	20/0	0/0	18/0	0/0	2	2	2	2	2	0	0/0	July Danulas Dauble Curses	No Damage +2	0.1
iry Spear	13	3900/1950	21/0	0/0	19/0		2	2	2	2		2	0/0	Juk Repulse, Double Sweep	Critical Hit +2	C/I
end Spear	14					0/0				_	2	2	0/0	Rue Doom, Repulse Cage	N/A	S/0
STATE OF THE PARTY		-/2050	22/0	0/0	20/0	0/0	3	3	3	3	3	3	0/0	Vak Repulse, Double Sweep	Skill Drain +2	C/S
lillion\$ Spear	14	-/2000	21/10	0/0	19/20	0/0	2	2	2	2	2	2	0/0	Repulse Cage, Juk Wipe	Skill Drain +10	М
carlet Autumn	14	-/2100	23/-10	0/0	15/-10	0/0	2	2	2	2	2	2	0/0	Juk Repulse, Juk Wipe	Critical Hit +5	M
opper Lance	15	-/2150	22/0	0/0	21/0	0/0	1	1	1	1	1	1	0/0	Triple Doom, Double Sweep	N/A	M/s
teel Spear	15	-/2250	23/0	0/0	16/1	-1/0	2	2	2	2	2	2	0/0	Repulse Cage, Double Sweep	N/A	M/S
anquiLance	16	-/2350	23/1	0/0	17/1	-1/0	0	0	0	0	0	0	0/0	Double Sweep, Repth	N/A	M/
ver Spear	17	-/2450	24/1	0/0	11/1	-1/0	0	5	-5	0	0	0	0/0	Repulse Cage, Rue Wipe	N/A	M/
ame Spear	18	-/2550	24/2	0/0	12/2	-2/0	0	-5	5	0	0	0	0/0	Triple Doom, Vak Wipe	N/A	C/S
lobe Spear	18	-/2650	24/2	0/0	13/2	-2/0	-5	0	0	5	0	0	0/0	Repulse Cage, Juk Wipe	N/A	C/S
itz Spear	19	-/2750	24/2	0/0	14/2	-2/0	0	0	0	0	5	-5	0/0	Triple Doom, Rai Wipe	N/A	C/N
night Glaive	20	-/2850	25/2	0/0	10/3	-3/0	0	0	0	0	0	0	0/0	Repulse Cage, Juk Wipe	N/A	C/N
damant Lance	20	-/2950	25/3	0/0	12/3	-3/0	1	1	1	1	1	1	0/0	Triple Doom, Rai Wipe	N/A	C/S
uper Spear	21	-/3050	26/3	0/0	9/3	-3/0	2	2	2	2	2	2	0/0	Repulse Cage, Vak Wipe	N/A	C/N
age Spear	22	-/3150	26/3	0/0	10/4	-4/0	3	3	3	3	3	3	0/0	Triple Doom, Rue Wipe	Skill Drain +2	C/S
nampir Lance	23	-/3250	26/3	0/0	11/4	-4/0	0	0	0	0	0	0	0/0	Juk Repulse, Rai Wipe	Life Drain +2	C/S
shuwen	23	-/3350	32/0	0/0	32/0	-10/0	0	20	-20	0	0	0	0/0	Rue Repulse, Rue Wipe	N/A	M
iper Wufei*	23	-/3300	32/2	0/0	22/2	0/0	0	-20	20	0	0	0	0/0	Vak Repulse, Vak Wipe	Life Drain +10, Skill Drain +10	T
x Spear	34	9700/4850	26/4	0/0	12/4	0/0	0	8	-5	0	0	0	0/0	Rue Repulse, Rue Wipe	N/A	S/0
azing Spear	35	-/4900	26/4	0/0	13/5	0/0	0	-5	8	0	0	0	0/0	Vak Repulse, Vak Wipe	N/A	C/N
eebeam Spear	35	-/4950	26/4	0/0	14/6	0/0	-5	0	0	8	0	0	0/0	Juk Repulse, Juk Wipe	N/A	C/N
ash Spear	35	-/5000	26/4	0/0	15/7	0/0	0	0	0	0	8	-5	0/0	Rai Repulse, Rai Wipe	N/A	C/S
sane Spear	39	-/5450	27/5	0/0	9/7	0/0	1	1	1	1	1	1	0/0	Triple Doom, Rai Repulse, Vak Wipe	N/A	C/S
agnir	39	-/5550	27/5	0/0	10/7	0/0	1	1	1	1	1	1	0/0	Triple Doom, Vak Repulse, Rai Wipe	Critical Hit +2	C/N
o-in-Circles*	40	-/5700	-30/-30	0/0	30/30	0/0	0	0	0	0	0	0	0/0	Triple Doom	N/A	М
ling's Spear	42	-/5950	27/5	0/0	11/7	0/0	2	2	2	2	2	2	0/0	Rue Doom, Juk Repulse,	N/A	C/N
emon Spear	46	-/6500	27/5	0/0	12/7	0/0	2	2	z2	2	2	2	0/0	Double Sweep Juk Doom, Rai Repulse,	Skill Drain +2	C/N
cred Spear	47	-/6600	27/6	0/0	14/7	0/0	2	2	2	2	2	2	0/0	Vak Wipe Juk Doom, Vak Repulse,	N/A	C/S

Long	AIIII	Class.	wate	,	ic, iii	Juu i	aniu	IIIUIII	uci	J.	MIIIS	Offiny (c	ווטי	unueu)		
NAME	Lv	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	Wool	D THUNDE	ER DARKNESS	M/B RES	SKILLS	Notes	OBTAI
Damascus Spear	49	-/6900	27/6	0/0	14/7	0/0	2	2	2	2	2	2	0/0	Vak Repulse, GiVak Doom	N/A	M/SN
Happiness	50	14200/7100	28/6	0/0	8/8	0/0	2	2	2	2	2	2	0/0	Rue Repulse, Ap Corv, GiRue Doom	N/A	S/C/S
Aquaspear	54	-/7550	28/6	0/0	9/8	0/0	1	12	-5	1	1	0 1 00 0 1 00	0/0	Rue Wipe, Rue Doom, GiRue Doom	N/A	C/M/S
ast Tess*	54	-/7650	27/6	0/0	0/8	-6/0	-5	0	0	12	0	0	0/0	"Repulse Cage, GiJuk Vortex, Juka Tempest	Skill Drain +10Jul	ka Temp
Minerva*	55	-/7750	29/6	0/0	9/8	-18/0	0	0	0	0	12	-5	0/0	"Double Sweep, " GiRai Doom, GiRai Vortex	Critical Hit +10	M
/olcanic Spear	57	-/15900	28/7	0/0	10/8	0/0	2	-5	12	2	2	2	0/0	Vak Wipe, Vak Doom, GiVak Vortex	N/A	T/SN
orest Spear	59	-/16500	28/7	0/0	11/9	0/0	-5	3	3	12	3	3	0/0	Juk Repulse, Juk Doom, GiJuk Vortex	N/A	T/SN
hunder Spear	59	-/16600	28/7	0/0	12/9	0/0	3	3	3	3	12	-5	0/0	Rai Repulse, Rai Wipe, GiRai Vortex	N/A	T/SN
aiser Glaive	60	-/16800	29/7	0/0	7/9	0/0	1 01 01 01	1	1	1	1	1 0 4	0/0	Rai Wipe, GiJuk Doom, Ruem Tempest	N/A	T/SN
olden Dragon	61	-/17100	29/8	0/0	8/10	0/0	1	1	1	1	1	1	0/0	Rue Doom, GiRai Doom, Vakz Tempest	N/A	T/SN
vful Spear	62	-/17400	30/8	0/0	9/10	0/0	1	1	1	1	1	1	0/0	Rai Doom, GiVak Vortex, Juka Tempest	N/A	C/T/
pear of Curse	65	-/18200	30/8	0/0	10/10	0/0	1		1	1	-5	12	0/0	Vak Doom, GiJuk Vortex, Raio Tempest	Skill Drain +2	C/T/
emon Lance	66	-/18400	31/8	0/0	8/11	0/0	2		2	2	2	2	0/0	Juk Doom, GiRai Vortex, Ruem Tempest	N/A	SM
vergod Spear	73	-/20400	31/9	0/0	8/11	0/0	0	15	-5	0	0	0	0/0	GiRue Doom, GiRue Vortex, Ruem Tempest	N/A	C/M
ellfire Spear	75	-/20900	31/9	0/0	8/11	0/0	1	A	15	1	1 .	1	0/0	GiVak Doom, GiVak Vortex, Vakz Tempest	N/A	SM
rimal Spear	77	-/21600	31/9	0/0	9/12	0/0	-5		2	15	2	2	0/0	GiJuk Doom, GiJuk Vortex, Juka Tempest	N/A	C/T/S
asma Lance	78	-/21800	32/9	0/0	10/12	0/0	2		2	2	15	-5	0/0	GiRai Doom, GiRai Vortex, Raio Tempest	N/A	C/T/I
adlance	79	-/22100	32/10	0/0	11/12	0/0	3		3	3	3	3	0/0	GiVak Doom, GiRai Vortex, Ruem Tempest	N/A	С
pear Core MK3*	80	-/22300	31/10	0/0	-5/12	0/0	3	15	-5	3	3	3	0/0	GiRue Doom, GiRue Vortex, Ruem Tempest	Skill Drain +10	С
ungnir	81	-/22600	33/10	0/0	12/13	0/0	3		3	3	3	3	0/0	GiRai Doom, GiJuk Vortex, Vakz Tempest	Critical Hit +2	C
oirit Lance	83	-/23300	33/10	0/0	13/13	0/0	4		4	4	4	4	0/0	GiRai Doom, GiRue Vortex, Juka Tempest	N/A	C/M
oodless*	84	-/23400	-50/-50	0/0	30/30	0/0	0		0	0	0	0	0/0	Repulse Cage	N/A	M
timate Spear	86	-/23900	34/11	0/0	14/13	0/0	4		4	4	4	4	0/0	GiRue Doom, GiVak Vortex, Raio Tempest	Skill Drain +2	C/T/I
rim's Spear*	88	-/24600	25/3	0/0	10/5	0/0	0		20	0	0	0	0/0	GiVak Doom, GiVak Vortex, Vakz Tempest	Critical Hit +100	E
alhalberd*	99	-/27700	35/12	0/0	15/12	-5/0	5	5	5	5	5	5	0/0	GiVak Vortex, GiRue Doom,	Critical Hit +10	M

		ster Cla	55.	Uses	wagi	ical S	spells	5 01	all	Ele	emen	ital ly	/pes			
NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	R FIRE	Wo	OD THUND	ER DARKN	iess M/B Res	SKILLS	Notes	Oe
Cypress Wand	1	200/100	0/1	0/0	0/1	0/0	0	0	0	0	0	0	0/0	Rue Rom	N/A	S/C
Iron Rod	1	400/200	0/2	0/0	0/2	0/0	0	0	0	0	0	0	0/0	Gan Rom	N/A	S/C
Nautilus Wand	1	-/250	0/4	0/0	0/2	0/0	0	0	0	0	0	0	0/0	Gan Don	N/A	D
Flaming Wand	1	-/150	0/2	0/0	0/1	0/0	0	0	0	0	0	0	0/0	Rue Rom	N/A	D
Earth Wand	2	-/300	0/4	0/0	0/3	0/0	5	0	0	-5	0	0	0/0	Gan Don	N/A	C/5
Water Wand	2	-/400	0/4	0/0	0/4	0/0	0	5	-5	0	0	0	0/0	Rue Rom	N/A	C/S
Fire Wand	3	-/500	0/4	0/0	0/5	0/0	0	-5	5	0	0	0	0/0	Vak Don	N/A	
Air Wand	4	-/600	0/4	0/0	0/6	0/0	-5	0	0	5	0	0	0/0	Juk Rom	N/A	C/N
Electric Wand	4	1400/700	0/4	0/0	0/7	0/0	0	0	0	0	5	-5	0/0	Rai Don		C/S
bony Wand	5	-/800	0/4	0/0	0/8	0/0	0	0	0	0	-5	5			N/A	S/0
Vand of Wisdom	6	-/900	1/5	0/0	0/9	0/0	0	0	0	0	0		0/0	Ani Don	N/A	C/S
Basho Wand	6	-/1000	0/1	0/0	0/1	0/0	0	0		100000000000000000000000000000000000000	NAME OF TAXABLE PARTY.	0	0/0	Vak Kruz, Vak Don	N/A	C/S
liabolic Wand	7	-/1100	0/1	0/0	0/1				0	0	0	0	0/0	Gan Don, Vak Kruz	N/A	C/N
arth Rod	8	-/1200	0/4			0/0	0	0	0	0	0	0	0/0	Wryneck, Miu Lei	N/A	C/N
lod of the Sea				0/0	0/3	0/0	10	0	0	-10	0	0	0/0	Gan Don, MeGam Rom	N/A	C/N
	8	-/1300	0/4	0/0	0/4	0/0	0	10	-10	0	0	0	0/0	Rue Rom, GiRue Kruz	N/A	C/N
nferno Wand	9	-/1400	0/4	0/0	0/5	0/0	0	-10	10	0	0	0	0/0	Vak Don, BiVak Rom	N/A	C/N
edar Wand	10	-/1500	0/4	0/0	0/6	0/0	-10	0	0	10	0	0	0/0	Juk Rom, MeJuk Kruz	N/A	M/S
land of Storms	10	-/1600	0/4	0/0	0/7	0/0	0	0	0	0	10	-10	0/0	Rai Don, GiRai Rom	N/A	C/S
dian's Rod	11	-/1700	0/4	0/0	0/8	0/0	0	0	0	0	-10	10	0/0	Ani Don, MeAni Kruz	N/A	C/N
Imighty Wand	12	-/1800	1/5	0/0	0/9	0/0	0	0	0	0	0	0	0/0	Gan Rom, Ol Repth	N/A	C/S
roovy Stick	12	3800/1900	1/7	0/5	0/10	0/5	0	0	0	0	0	0	0/0	Rue Zot, RaJuk Zot	N/A	S/C
arstorm Wand	13	-/2000	1/9	0/0	0/11	0/0	3	3	3	3	3	3	0/0	Yarthkins, Vulcan Ch	N/A	C/S
oiral Wand	14	-/2100	1/8	0/0	1/12	0/0	4	4	4	4	4	4	0/0	Rue Rom, MeRue Zot	N/A	
Iver Rod	14	-/2200	1/9	0/0	1/13	0/0	5	5	5	5	5	5	0/0	Gan Rom, GiGan Rom		T/N
xpert Wand	14	-/2100	1/8	0/0	1/12	0/0	0	0	0	0	0	0			N/A	M/S
ark History*	14	-/2150	0/22	0/0	0/25	0/0	3	3	3	3	3		0/0	Val Kruz, GiVak Don, Vulcan	N/A	Vol.
ester's Wand*	14	-/2100	0/25	0/0	0/10	-15/0	3	3	3	3	3	3	0/0	Rue Rom, MeRue Zot	N/A	M
uddy Rod	15	-/2300	1/10	0/0	1/14	0/0	15	Result Assets				3	0/0	Rai Don, GiRai Rom	N/A	M
addy 1100	10	72300	1/10	0/0	1/14	0/0	10	0	0	-15	0	0 -	0/0	Gan Don, Gan Zot,	N/A	SM
ubble Rod	16	(0.400	440	0.10	0.45									MeGan Rom		
Junie Lion	10	-/2400	1/10	0/0	2/15	0/0	0	15	-15	0	0	0	0/0	Rue Rom, Rue Zot,	N/A	C/SI
			d itheed	el-child?							10	the	0.0	GiRue Kruz		
aming Rod	16	-/2500	1/10	0/0	2/16	0/0	0	-15	15	0	0	0	0/0	Vak Don, Vak Kruz,	N/A	C/M
														BiVak Rom		
ark Green Rod	17	-/2600	1/10	0/0	2/17	0/0	-15	0	0	15	0	0	0/0	Juk Rom, Juk Zot,	N/A	C/SI
	A.M.	Verkei klau	ncal influ											MeJuk Kruz		0,0,
olt Rod	18	-/2700	1/10	0/0	3/18	0/0	0	0	0	0	15	-15	0/0	Rai Don, Rai Kruz.	N/A	C/M
													5,0	GiRai Rom	IWA	O/IVI
erd Staff	18	-/2800	1/10	0/0	3/19	0/0	0	0	0	0	-15	15	0/0		NI/A	0/14
evelation	19	-/2900	1/11	0/0	3/20	0/0	3	3	3	3	3	3	AND CHARLEST AND	Ani Don, Ani Zot, MeAni Kruz	N/A	C/M
		72000	""	0/0	3/20	0/0	J	3	3	3	3	3	0/0	Vak Kruz, GiVak Don,	N/A	C/M
volation		-/3000	2/12	0/0	4/01	0/0	4	,		,				GiRai Rom		
	20		2/12	0/0	4/21	0/0	4	4	4	4	4	4	0/0	OrGan Don, GiVak Kruz,	N/A	C/M
	20	70000									0.0	816	BB	Rai Kruz		
easure Wand	AVI	Tink tedesa	040	0/0					5	5	5	5	0/0	OrmeAni Zot,	N/A	C/M
easure Wand	20	-/3050	2/12	0/0	4/22	0/0	5	5								
easure Wand tch's Wand	20	-/3050												Miu Lei, Wryneck		
easure Wand tch's Wand	AVI	Tink tedesa	2/12	0/0	4/22	0/0		0	0	- 20	0	0	0/0	Miu Lei, Wryneck OrGan Don,	N/A	C/SN
easure Wand tch's Wand ia's Staff	20	-/3050	2/13	0/0						- 20	0 50	0 ma	0/0		N/A	C/SN
easure Wand itch's Wand ia's Staff	20	-/3050					20			- 20 0	0	0 - 20	0/0	OrGan Don,		
easure Wand litch's Wand lia's Staff	20	-/3050 -/3050	2/13	0/0	4/14	0/0	20	0	0					OrGan Don, GiGan Rom, Yarthkins Lanceor, Lanceor Ch,	N/A	C/SN M
easure Wand ttch's Wand ia's Staff	20	-/3050 -/3050	2/13	0/0	4/14	0/0	20	0	0		20	-20	0/0	OrGan Don, GiGan Rom, Yarthkins Lanceor, Lanceor Ch, GiRai Rom	N/A	M
easure Wand ttch's Wand ia's Staff	20 20 20	-/3050 -/3050 -/3100	2/13 0/13	0/0	4/14 0/16	0/0	20	0	0	0				OrGan Don, GiGan Rom, Yarthkins Lanceor, Lanceor Ch, GiRai Rom OrRue Rom, Wryneck Ch,		
easure Wand itch's Wand ia's Staff eat Elite* d of Pattern*	20 20 20 20 21	-/3050 -/3050 -/3100 -/3250	2/13 0/13 -5/14	0/0	4/14 0/16 -10/15	0/0 0/0 -10/0	20	0	0 0 0	0	20	-20 0	0/0	OrGan Don, GiGan Rom, Yarthkins Lanceor, Lanceor Ch, GiRai Rom OrRue Rom, Wryneck Ch, Yarthkins Ch	N/A N/A	. M
easure Wand litch's Wand lia's Staff	20 20 20	-/3050 -/3050 -/3100	2/13 0/13	0/0	4/14 0/16	0/0	20	0	0 0	0	20	-20	0/0	OrGan Don, GiGan Rom, Yarthkins Lanceor, Lanceor Ch, GiRai Rom OrRue Rom, Wryneck Ch, Yarthkins Ch OrRue Rom, MeRue Zot,	N/A	
easure Wand itch's Wand ia's Staff eat Elite* d of Pattern*	20 20 20 20 21	-/3050 -/3050 -/3100 -/3250	2/13 0/13 -5/14	0/0	4/14 0/16 -10/15	0/0 0/0 -10/0	20 0 0	0 0 0	0 0 0 - 20	0	20	-20 0	0/0	OrGan Don, GiGan Rom, Yarthkins Lanceor, Lanceor Ch, GiRai Rom OrRue Rom, Wryneck Ch, Yarthkins Ch	N/A N/A	. M

GETTING

Wavemaster Class	Hees Manical	Spells of all Elemental 1	vnes (continued)
Wavelliaster Olass.	OSCS Magical C	pens of an Elemental	ypes (continued)

Note	Wave	mas	ter Clas	s: l	Uses	Magic	cal §	Spells	of	all i	Elei	men	tal Typ	es (d	continued)		
Product Gister 28	NAME	Lv	B/S			P/M . ACC	P/M EVD	EARTH	WATER	FIRE	Wool	d Thunde	ER DARKNESS		SKILLS	NOTES	OBTAIN
Statistical Root 29	Rod of Gales	29	-/4400					- 20	0	0	20	0	0			N/A	C/M/SI
Terumi	Stormlord Rod	29	-/4400	2/13	0/0	5/18	0/0	0	0	0	0	20	- 20	0/0		N/A	C/M/SI
Moorestruck	Apocalypse Rod	29	-/4450	2/13	0/0	5/19	0/0	0	0	0	0	- 20	20	0/0		N/A	C/M/SI
	Tenami	34	-/5200	2/14	0/0	5/16	0/0	0 1 0	1	1	1	1	1	0/0		N/A	C/M/SI
Commission Staff 38	Moonstruck	36	-/5400	2/14	0/0	6/17								0/0			C/SM
Siystaft Siystaft	Yoshida (26)*	37	-/5650	0/16	0/0	0/10	0/0	0	0	0	0	-15	15	0/0		N/A	Ţ
Class Staff 43	Cosmic Staff	38	-/5750	2/15	0/0	6/17	0/0	2	2	2	2	2	2	0/0	Wryneck Ch	N/A	C/M/S
Crystal Rod	Shy Staff*	38	-/5750	-30/-30	0/0	30/30	0/0					0	u i i i i	0/0	Vak Rom	N/A	M
Megation Wand Manuale Megation Wand Manuale Megation Wand Manuale Megation Wand Manuale Megation Wand Mega		43	-/6550	2/15	0/0	6/18	0/0	1	1	1	1	1		0/0	OrGan Rom	N/A	C/SM
Cygnus Rod					(a) (c)							p	One of the		MeRue Kruz		C/SM
Merrous Ch															Yarthkins Ch		S/C/S
ST's Wand* 46 -/5900 20/13 0/0 20/13 0/0 3 3 3 3 3 0.0 MeGan Rom, MeGan				la laus a											Merrows Ch		C/T/N
Rajuk Zot Rota River Rajuk Zot Rota River Rajuk Zot Rota River Rota R													100		Vulcan Ch	10	T/M/S
Taylakaa's Wand* 48				191, 100 rs	sen la			6. 8						e da	RaJuk Zot		Vol.3
Hag's Wand 53 -715900 2717 010 7715 070 -25 0 0 0 25 0 0 0 0 0 0 0 0 0															Vulcan Rf	81	M
Stun Rod Stun Rod	Tsukasa's Wand*	48	-/7300	0/17	0/0	0/12	0/0	100	1	1		1	1	100/0	Wryneck Ch	N/A	Vol.3
Negation Wand S3	Hag's Wand	53	-/15900	2/17	0/0	7/15	0/0	-25	0	0	25	0		0/0		N/A	T/SM
Mand Mannabe* 62 -/18700 -50/-50 0/0 30/30 0/0 0 0 0 0 0 0 0 0	Stun Rod	53	-/16000	2/17				0	0	0		1 00		0/0	Lanceor Ch	N/A	T/M/
Wand of Truth 64 -/19400 2/18 0/0 7/17 0/0 1 1 1 1 1 1 1 1 1	Negation Wand	53		2/17	0/0			0	0	0	0	-25	25	0/0	Wryneck Ch		T/SN
Dharma Wand 65	Wand Wannabe*		-/18700	-50/-50					0	0	0	0		Section Columbia			M
Witch's Stick 65 -/19700 2/19 0/0 8/18 0/0 1 1 1 1 1 1 1 1 1			217 570	0.00000	00 00			10.1	1	1	1	1		100	MeRai Rom	09	T/SN
Ishtar Wand 73					ota - US.					1			Ď 5.150 o		OrmRai Kruz		C/T/I
Shinto Dream 73																	C/T/S
Commandments 74 -/22200 2/20 0/0 8/11 0/0 0 30 -30 0 0 0 0/0 PhaRue Kruz, PhaRue Zot, Merrows Rf N/A Merrows Rf Megiddo Wand 74 -/22300 2/20 0/0 9/12 0/0 0 -30 30 0 0 0 0/0 PhaVak Rom, Pha Vak Kruz, N/A Vulcan Rf Wand of Dreams 74 -/22300 2/20 0/0 9/13 0/0 -30 0 0 0 0 PhaJuk Kruz, PhaJuk Zot, N/A			pashin	thor ned	88										Yarthkins Rf		C/SN
Megiddo Wand 74 -/22300 2/20 0/0 9/12 0/0 0 -30 30 0 0 0 0/0 PhaVak Rom, Pha Vak Kruz, N/A Vulcan Rf Wand of Dreams 74 -/22300 2/20 0/0 9/13 0/0 -30 0 0 0 0/0 PhaJuk Kruz, PhaJuk Zot, N/A															Krake Pha		C/SN
Wand of Dreams 74 -/22300 2/20 0/0 9/13 0/0 -30 0 0 0/0 PhaJuk Kruz, PhaJuk Zot, N/A				60 sellen											Merrows Rf		C/M
															Vulcan Rf		SM
	Wand of Dreams	74	-/22300	2/20	0/0	9/13	0/0	-30	0	0	30	0	0	0/0		N/A	C/SI

		ter Cla	de la company	WILLIAM WELFARM			100						real Time			
NAME	LV	B/S	P/M ATK	P/M DEF	P/M ACC	P/M EVD	EARTH	WATER	FIRE	WOOD	THUNDER	DARKNESS	M/B RES	SKILLS	NOTES	ОВТА
Awful Stun Rod	74	-/22400	2/20	0/0	9/14	0/0	0	0	0	0	30	-30	0/0	PhaRai Rom, PhaRai Kruz, Lanceor Rf	N/A	С
Master Asia	74	-/22400	2/20	0/0	9/15	0/0	0	0	0	0	-30	30	0/0	PhAni Kruz, PhAni Zot, Wryneck Rf	N/A	C/M
Silent Bomber*	84	-/25300	15/20	3/0	20/15	3/0	3	3	3	3	3	3	0/0	Stuck?	N/A	T
B Wise Men*	93	-/27900	10/10	10/10	10/10	10/0	10/10	10	10	10	10	10	10/10	Yarthkins Rf, Vulcan Rf, Wryneck Rf	N/A	D
Caduceus Rod	95	-/28500	2/21	0/0	10/12	0/0	3	3	3	3	3	3	0/0	Merrows Pha, Krake Pha, Lanceor Pha	N/A	М
Staff of Truth	95	-/28700	2/22	0/0	10/12	0/0	3	3	3	3	3	3	0/0	Yarthkins Pha, Vulcan Pha, Wryneck Pha	N/A	C/T/N
Banyuinryoku*	99	-/30000	-5/24	0/0	-5/20	-10/0	7	7	7	7	7	7	0/0	Wryneck Pha, Merrows Pha, Krake Pha	N/A	M
udicrous*	99	-/30000	0/20	0/0	0/20	0/0	6	6	6	6	6	6	0/0	Vulcan Pha, Lanceor Pha, Wryneck Pha	N/A	D



THE SECRETS OF .HACK//QUARANTINE



SECRET KEYWORD AREAS

If you scan the .hack//QUARANTINE ad, or watch the .hack//LIMINALITY disc, you'll find hidden keywords that you can actually use within the game itself. The Dungeons in these areas hold the key to getting the Cats equipment from the wily traders in the Root Towns and other rare weapons that you can use to complete your Items list. Regardless of how you come by the Secret Keywords, you only have to input them via the New Keyword function on the Chaos Gate menu to access the area.

This chapter contains serious spoiler material, so don't read any further if you don't want to know about the Secret Keyword areas or other special events!

TIPS AND TRICKS FOR SURVIVING THE SECRET KEYWORD AREAS

The Secret Keyword areas are GREAT places to level up your characters during the "slow" parts of the game—or whenever you want to take a break from the action! They are filled with powerful, rare monsters and provide a challenge to the most experienced traveler.

Since each of these areas contain at least one infected monster, like /onB=II^\$&a, A:ro*a Fe/th&r and Maga*umk\ro, you must keep a close eye on Kite's rate of infection. To defeat them, you must data drain each of them at least once. After facing several parties of infected beasts, Kite's infection level is likely to be in the red—or at least within the Warning range! Be careful and remember to balance Data Draining with hacking and slashing—especially if your characters are more than a couple of levels weaker than the monsters you face! Furthermore, once you've cleared the dungeon, be especially careful to return Kite's infection levels back to a safe range before continuing on to one of the main story line areas.

SECRET KEYWOR	RD AREA ITEMS		
Vol.	Secret Keyword Name	Area Lv	Rare Item
1	Δ Voluptuous Her Remnant	3	Kagayuzen
1	Δ Hideous Organ Market Scaffold	14	Ice Bar
1	T Dog Dancing Passionate Tri Pansy	19	Ceramic Helm
2	A Capricious Unending Corridor	39	Chinese Food
2	A Bottomless Soul Kaleidoscope	47	BL Yokohama
2	A Lightless Sacred Remains	43	Bent Glasses
3	Σ Noisy Sacred Ringing Ears	61	3-Floor Tower
3	Σ Unusual Ghostly Remnant	62	Doll Amulet
3	Σ Barking Hot-blooded 500 Lohan	62	Magnolia Miso
3	Σ Ancient Destroyer's Battlefield	65	Scent of Gero
3	Σ Greedy Gambler's Drift	67	Boxed Lunch
3	Σ Tested Morphean Alchemy	68	Field's Deed
3	Σ Entwined Prejudiced Chaos	68	Rouge Fragment
3	Σ Abrasive False Tragedy	69	Maiden's Plot
4	Ω Sickened Imprisoned Fallen Angel	78	Risky Coffee
4	Ω Reincarnated Elusive Lyric Poet	90	Christmas Card

	AL 45-50-7-1	
RARE ITEM TRADE	S	
Trader's Name	Your Item	Trade Item
Alicia	3-Floor Tower	Cats Hat
Annri	Chinese Food	Super Wufei
Benoit	Boxed Lunch	Yoshida (26)
Cyan	Rouge Fragment	Gimme Life
Flare	Magnolia Miso	Cats Gloves
Fool	Scent of Gero	Cats Boots
Jutah	Christmas Card	Silent Bomber
Panta	Ice Bar	Key Axe
Stare	Doll Amulet	Cats Armor
Teria	Maiden's Plot	Thunder Dad
Waffle	Field's Deed	Dreams of Yore

WEATHER:

THE SECRET KEYWORD AREAS: MAPS AND STATS

Ω SICKENED IMPRISONED FALLEN ANGEL

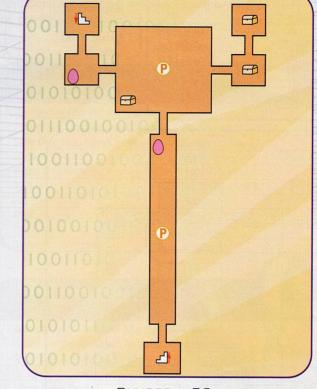
BATTLE LEVEL: 78 ELEMENT: Thunder GRUNTY FOOD: Mandragora Immature Egg Golden Egg ENVIRONMENT: Grassland 2

Stormy Afternoon

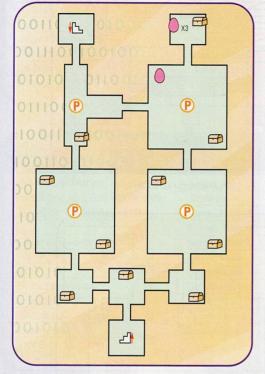
A:ro*a Fe/th&r Dark Starfish Demon Wyvern Drill Idol Earth Hsien /onB=II^\$&a

MONSTERS

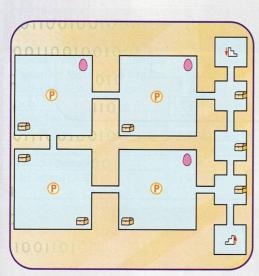
SPECIAL ITEMS Risky Coffee



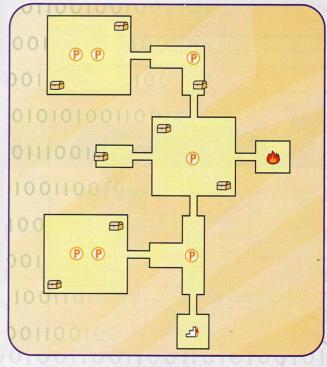
DUNGEON, B3



DUNGEON, BI



DUNGEON, BZ



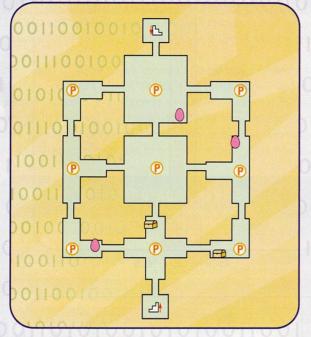
DUNGEON, B4

Ω REINCARNATED ELUSIVE LYRIC POET

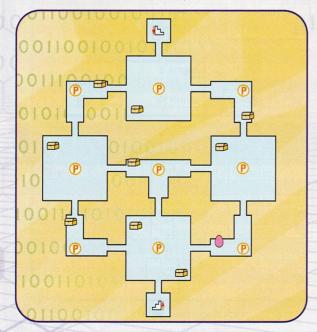
BATTLE LEVEL: 90 ELEMENT: Wood GRUNTY FOOD: Mushroom Invisible Egg Golden Egg Golden Egg ENVIRONMENT: Leaf Mold WEATHER: Afternoon

Flame Maiden Maga*umk\ro Pazuzu Pumpkin Head \$nder^mo\

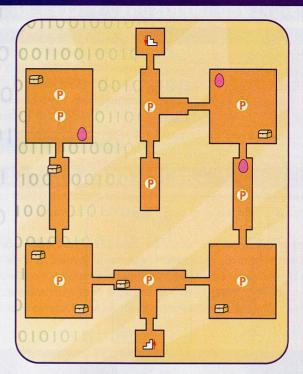
Christmas Card



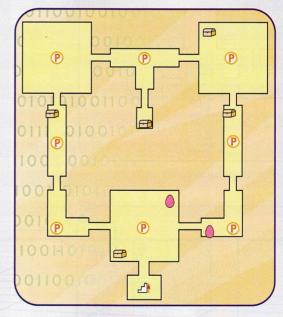
DUNGEON, BI



DUNGEON, BZ



DUNGEON, B3



DUNGEON, B4

SECRET PLAYABLE CHARACTERS

Once you defeat the final boss of the game, Corbenik, and complete a brief trip with your newly revived friend, Orca, Helba gives you the addresses of several special characters. You can now play with Helba, Tsukasa, Subaru and Sora any time you want as you do what is necessary to complete the final "bonus" dungeon and win the Item Complete contest. You'll find that the "new" characters have great trade items and possess special armor and weapons that help you complete your item lists.

DRCA



Availability: Defeat Corbenik.	Electric Hands (Lv. 79)
Lv. 50	Rare Greaves (Lv. 49)
Class: Heavy Blade	Trade Items:
1050 HP	Speed Charm x10
160 SP	Beast's Bane x10
Default Equipment:	Golden Crown
Ends of Earth (Lv.11)	Shadow Robes
Rat Crest (Lv. 76)	Staff of Truth
Fire Beast (Lv. 69)	Earthlore

HELBA



Availability. After you visit \(\Delta \text{Bursting} \)	Celestial Robe (Lv. 92)
Passed Over Aqua Field with Orca after	Sacred Guard (Lv. 92)
Game Clear. Read Helba's e-mail.	Greaves of Awe (Lv. 92)
Lv. 99	Trade Items:
Class: Wavemaster	Speed Charm x10
9999 HP	Beast's Bane x10
999 SP	Sublimer
Default Equipment:	Eternity
8 Wise Men (Lv. 92)	Tsumugari
Golden Crown (Lv. 97)	Missing Axe

TSUKASA



Availability: After you visit ΔBursting	Sa
Passed Over Aqua Field with Orca after	Tr
Game Clear. Read Helba's e-mail.	Sp
Lv. 5	Kr
Class: Wavemaster	Ве
115 HP	Us
40 SP	Or
Default Equipment:	De
Ludicrous (Lv. 99)	Ul
Bandana (Lv.)	Se
Leather Coat (Lv.)	Во
Wrist Band (Lv.)	

NESTR
ison.

SUBARU



	L. t
Availability: After you visit \(\Delta \text{Bursting} \)	Oaken Leg Mail (Lv. 74)
Passed Over Aqua Field with Orca after	Trade Items:
Game Clear. Read Helba's e-mail.	Speed Charm x10
Lv. 15	Beast's Bane x10
Class: Heavy Axeman	Health Charm x5
425 HP	Soul Charm x5
55 SP	Tiger King
Default Equipment:	Jormungand
Fate Encounter (Lv. 99)	The Sun Fang
Ice Tiger Hood (Lv. 63)	Secret: Awaken
Tree Beast (Lv.74)	Book of Ideals
Briny Guard (Lv. 61)	

SORA



Availability: After you visit \(\Delta \text{Bursting} \)	Cave Bear Hood (Lv. 73)
Passed Over Aqua Field with Orca after	Storm Hauberk (Lv. 78)
Game Clear. Read Helba's e-mail.	Jet Gloves (Lv. 83)
Lv. 90	Storm Solleret (Lv. 78)
Class: Twin Blade	Trade Items:
1665 HP	Speed Charm x10
280 SP	Beast's Bane x10
Default Equipment:	Stonecall
Last Betrayal (Lv. 99)	Aquacall

MIA



Availability: Clear the bonus dungeon	Hands of Ronin (Lv. 44)
Ω Hidden Darkside Holy Ground.	Spiked Guard (Lv.44)
Lv. 45	Trade Items:
Class: Blademaster	Speed Charm x10
950 HP	Beast's Bane x10
145 SP	Knight's Bane x10
Default Equipment:	The Lovers x10
6 Side Blade (Lv. 20)	The Moon x10
Gold Necklace (Lv. 41)	The Hanged Man x10
Kris Armor (Lv. 44)	Sealore

KEEP AN EYE OUT FOR OTHER FAMILIAR FACES!

As you wander around The World after the proper end of the game, there's a chance that you run into some familiar characters. If you haven't done much trading in this game, look around! The remaining .hack//SIGN characters (Mimiru, Bear, Crim and A-20) are wandering around town like normal NPC's. Sieg, Balmung's rival from the Liminality series and Kazu, Blackrose's brother, have been released from the hospital and have rejoined the folks online in The World.

E-MAIL CHAINS

Each Player Character in the game sends emails once you've secured their affection/friendship. The quickest way to raise your characters' affection is to include them in battle parties occasionally and give them expensive, highpowered items and equipment.

Once you've received a personal email from a PC, reply with one of two set answers or don't reply at all. After you send your response, log out of the mail client and return to The World title screen. If you meet the affection level requirements, and you answered the previous e-mail correctly, you'll find a reply waiting in your inbox the next time you check your e-mail.

If you've started . Hack//QUARANTINE without carrying data over from the previous volumes, then you get to start with e-mail combos from those volumes in addition to the ones from Volume 4. Screwing up an email chain from a previous volume does not prevent you from getting the Vol. 4 mail.

HOW TO READ THE E-MAIL CHAINS

REQ: Required Affection Level (AFF LV) to unlock E-mail.

#1 or #2: Reply #.

Red Number: Affection Points (AP) gained

Blue Number: Next E-mail in Chain

All E-mails are from Vol. 4 only and start appearing after you clear Σ Screaming Wind Sand's Fate Castle.

BLACKROSE

Email #1: A Thought REQ: AFF LV=750

0 → END #1: You suck! #2: Me Too 10 → END

(Email #2: Newbies REQ: AFF LV=775 #1: Yeah... 0 → END

#2: But 10 → 3

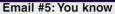
Email #3: RE: But REQ: AFF LV=800

#1: Yeah really 0 → END #2: The Incident $10 \rightarrow 4$

Email #4: RE: The Incident

REQ: AFF LV=825

END



REQ: AFF LV=850; After clearing [O] Cruel Vengeful Scars

#1: Yeah 10 → END

#2: Me too 10 → END

PIROS

Email #1: Fair Eyes REQ: AFF LV=750

#1: Time Machine 10 → 2 #2: Life... 10 → END

Email #2: RE: Time Machine REQ: AFF LV=800

#1: Maybe #2: Impossible

10 → END

Email #3: RE: Maybe

REQ: AFF LV=825 #1: Time Machine 10 → 4

#2: If it exists 10 → 4

Email #4: RE: Curious...

REQ: AFF LV=850 END

NATSUME

Email #1: Flexed Arm Hang REQ: AFF LV=750

#1: Beforehand 10 → 2 10 FND

#2::-) Email #2: RE: Beforehand

REQ: AFF LV=800 #1: Good 10 → 3

#2: Do you train? $10 \rightarrow END$

Email #3: RE: Good

REQ: AFF LV=825 #1: Flexed Arm Hang

10 → **4**

#2: Yeah right 10 → END Email #4: RE: Flexed Arm Hang

REQ: AFF LV=850

END

GARDENIA

Email #1: No Subject REQ: AFF LV=750 #1: Yeah 10 → 2 #2: No 10 → END

Email #2: RE: Yeah REQ: AFF LV=800 #1: I see 10 → 3

#2: Imagination 10 → END

Email #3: RE: I see REQ: AFF LV=825 #1: I get it **10** → **4**

#2: I heard 10 → END Email #4: RE: I get it

REQ: AFF LV=850

END

SANJURO

Email #1: Red Beard REQ: AFF LV=750 #1: Yeah 10 → 2 #2: No 10 → END

Email #2: RE: Yeah REQ: AFF LV=800

#1: What kind? 10 → 3

#2: Beard is Red? 10 → END

Email #3: RE: What kind?

REQ: AFF LV=825 #1: Maybe I'll watch

#2: Tell me little more 10 → 4

Email #4: Red Beard 2 REQ: AFF LV=850

END

MISTRAL

Email #1: Work at home REQ: AFF LV=750 #1: Pretend **0** → **3**

Email #2: RE: Well

#2: Well

144

REQ: AFF LV=775 #1: Pretend 10 → 3 #2: Yeah 0 END

Email #3: RE: Pretend REQ: AFF LV=800

#1: Hair 10 → 4 #2: Subway 0 → END

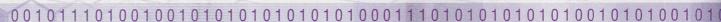
Email #4: RE: Hair REQ: AFF LV=825 #1: Age 10 → 5 #2: ... 0 → END

Email #5: RE: Age REQ: AFF LV=850

END



10



10 → **2**

RACHEL

Email #1: Savings REQ: AFF LV=750

#1: B-day Money 10 → 2 #2: Save Money 10 → END

Email #2: RE: B-day Money REQ: AFF LV=800

#1: No Problem

#2: Really 10 → END Email #3: RE: No Problem REQ: AFF LV=825

10 → 4 #1: Heh heh #2: Uh-huh 10 → END

Email #4: RE: Heh heh REQ: AFF LV=850 **END**



#2: You!! 10 → END

MOONSTONE

#1: What is it? **10** → **2**

NUKE USAGIMARU

Email #1: Canned Foods

REQ: AFF LV=750

Email #2: RE: Yeah

REQ: AFF LV=800

#2: That's true

#1: You're right

#1: Yeah

#2: Yeah

REQ: AFF LV=800

Email #3: RE: You're

right REQ: AFF LV=825

#1: Uh... **10** → **4** #2: Sounds tasty 10 → END

Email #4: RE: Uh... REQ: AFF LV=850 END



MARLO

Email #1: Weirdness REQ: AFF LV=750 #1: That's true **10** → **2**

#2: You're right 10 → END Email #2: RE: That's true

REQ: AFF LV=800 #1: Jaded 10 → END #2: I know **10** → **3**

Email #3: RE: I know REQ: AFF LV=825 #1: Sorry 10 → 4

Email #4: RE: Sorry REQ: AFF LV=850

Email #1: The pup... REQ: AFF LV=750 Raining

10 → END

10 → 1

10 → 3

10 → END

#2: ? 10 → END

Email #2: RE: What is it?

#1: Raining #2: Slept in 10 → END Email #3: RE: REQ: AFF LV=825

#1: Don't worry $10 \rightarrow 4$ #2: You ate it? 10 → END

Email #4: RE: Don't Worry REQ: AFF LV=850

END

WISEMAN

Email #1: Lima Beans REQ: AFF LV=750

#1: My Friend **10** → **3** #2: That's not good 10 → 2

Email #2: RE: That's not good

REQ: AFF LV=775

10 → **3** #1: My Friend #2: Well 0 → END

Email #3: RE: My Friend

REQ: AFF LV=800 #1: Food **10** → **4**

#2: Carrots 0 → END

Email #4: RE: Food REQ: AFF LV=825

#1: School Lunch 0 → END #2: Corn **10** → **5**

Email #5: RE: Corn REQ: AFF LV=850

END

BALMUNG

Email #1: Question REQ: AFF LV=750

#1: Honestly **10** → **3** #2: As a Friend 10 → 2

Email #2: RE: As a Friend

REQ: AFF LV=775 #1: Honestly 10 - 3 #2: Sorry 0 → END

Email #3: RE: Honestly REQ: AFF LV=800

#1: It's hard 10 → 4 #2: I'm not good $\mathbf{0} \rightarrow \mathbf{END}$

Email #4: RE: It's hard REQ: AFF LV=825

#1: Understand **10** → **5** #2: But 0 → END

Email #5: RE: Understand

REQ: AFF LV= 850

END



TERAJIMA RYOKO

Email #1: I'm sure you know REQ: AFF LV=750

#1: Picky about rice 10 → END #2: Not bit **10** → **2**

Email #2: RE: Not bit REQ: AFF LV=800

#1: Not right 10 → END #2: Is he? **10** → **3**

Email #3: RE: Is he? REQ: AFF LV=825

10 → **4** #1: Don't worry 10 →END #2: ...

Email #4: RE: Don't worry

REQ: AFF LV=850

END

TRADE LIST

One of the best ways to get powerful equipment early on in the game is to trade with the NPCs in the Root Towns. To begin trading, speak to a wandering character, then select the "Trade" option from the menu that appears.

After selecting the item you wish to obtain, you can scroll along your own tradable items to the right of the screen. You can select up to three different items from this list, and up to 99 copies of each item.

As your character offers items in trade, the four stars at the top center of the screen begin to fill. The happier the other character is with the offered deal, the more stars fill in. When all four stars are yellow, confirm and complete the trade.

The table that follows lists the Trade Rates for the various types of characters that participate in trading. Look up the character you wish to trade with by class, then scan over to see what his or her rating is for the item you want to offer. The higher the score, the more that character will welcome a trade.

CLASS IS THE KEY

Pay attention to your trading partner's character class. Characters tend to like items that are usable by or geared toward their class more than other items, even some of those of higher level. For instance when trading with a Wavemaster, you get more trading value out of a level 12 Wavemaster's wand than a level 15 Heavy Blade weapon. Use this to your advantage whenever

possible.

CLASS F	Potions	SCROLLS	Books	SPECIAL ITEMS	TREASURE	LIGHT EQUIPMENT	МЕДІИМ Ефијрмент	HEAVY EQUIPMENT	TWIN BLADES	SWORDS	ZH BLADES/ KATANA	Axes	SPEARS	Roos
Twin Blade	1	0.9	1.3	0.7	1	1	1.3	0.7	1.3	0.7	0.7	0.7	0.7	0.7
Blademaster	1	0.9	1.3	0.7	1	0.9	1	1.3	0.7	1.3	0.7	0.7	0.7	0.7
Heavy Blade	1	0.9	1.3	0.7	1	0.9	1	1.3	0.7	0.7	1.3	0.7	0.7	0.7
Heavy Axema	n 1	0.9	1	0.7	1	0.9	1 0	1.3	0.7	0.7	0.7	1.3	0.7	0.7
Long Arm	1	0.9	1	0.7	1	1	1.3	0.7	0.7	0.7	0.7	0.7	1.3	0.7
Wavemaster	1	1	1.3	0.7	1	1.3	0.7	0.7	0.7	0.7	0.7	0.7	0.7	1.3
BlackRose*	1	1	1.3	0.7	1	0.9	1	1.3	0.7	0.7	1.3	0.7	0.7	0.7
Noble Grunty	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Iron Grunty	1	0.9	1.3	0.7	1	0.9	1	1.3	0.7	0.7	1.3	0.7	0.7	0.7
Poison Grunt	y 1	1	1.3	0.7	1	1.3	0.7	0.7	0.7	0.7	0.7	0.7	0.7	1.3
Bony Grunty	/ 1	0.9	1.3	0.7	1	0.9	1	1.3	0.7	0.7	1.3	0.7	0.7	0.7
Snakey Grunt	y 1	1	1.3	0.7	1	1.3	0.7	0.7	0.7	0.7	0.7	0.7	0.7	1.3
Aqua Grunty	/ 1	0.9	1.3	0.7	1	1 .	1.3	0.7	0.7	0.7	0.7	0.7	1.3	0.7
Milky Grunty	1	1	1.3	0.7	1	1.3	0.7	0.7	0.7	0.7	0.7	0.7	0.7	1.3
Rocker Grun	nty 1	0.9	1.3	0.7	1	1	1.3	0.7	0.7	0.7	0.7	0.7	1.3	0.7
Woody Grunt	y 1	1	1.3	0.7	1	1.3	0.7	0.7	0.7	0.7	0.7	0.7	0.7	1.3

^{*} BlackRose, as Kite's best and oldest friend in The World, has special Trade Rate stats. These stats also apply to the NPC Mimiru.

)1110010010101010101110101011010

NEVER ENDING SUPPLIES

Those items marked with an * (asterisk) are automatically replenished and can be traded for numerous times throughout the game.

KITE'S FRIENDS

While grouped with his friends, Kite can speak to them and trade as with any other PC. This can be handy if you are in the middle of a Dungeon and the particular character has an item for trade that you need and forgot to bring.

Just remember that while trading with your friends can net you some useful items, giving your party members presents with no strings attached is what makes them really like you. Giving them items such as Antidotes or Resurrections can even benefit you in a fight to boot. So balance your trading and gifting when dealing with your friends.

NAME TRADE ITEMS Balmung Speed Charm*, Beast's Bane*, Sorcery Swords, War God Guard, Plasma Axe BlackRose Speed Charm*, Beast's Bane*, Fortune Wire* x10, Holy Sap x3, Sports Drink x3, Cooked Bile x3 Speed Charm*, Knight's Bane*, Fallen Pope, Demon Mail, Hades Gloves, Ultra Solleret, Secret: Sage, Secret: Dreams Speed Charm*, Beast's Bane*, Health Charm*, Black Chapter, Cygnus Rod Gardenia Helba* Speed Charm* x10, Beast's Bane* x10, Sublimer, Eternity, Tsumugari, Missing Axe, Ultimate Spear, Darklore Marlo Speed Charm*, Beast's Bane*, Hag's Wand, Shock Axe, Raven Crest, Wood Sprite Speed Charm* x10, Beast's Bane* x10, The Lovers* x10, The Moon* x10, The Hanged Man* x10, Sealore Mia* Mistral Speed Charm*, Knight's Bane*, Fairy's Orb* x5, Crazy Axe, Plasma Lance, Sword of Gain, Phantom Pain, Miracle Twin Moonstone Speed Charm*, Beast's Bane*, Ebony Greaves, Night Solleret, Ebony Leg Mail Natsume Speed Charm*, Beast's Bane*, Dark Dragon, Dark Beast, Midnight Hands Nuke Usagimaru Speed Charm*, Beast's Bane*, Scarlet Cross, Vajra, Brute's Axe Orca* Speed Charm* x10, Beast's Bane* x10, Golden Crown, Shadow Robes, Staff of Truth, Earthlore Piros Speed Charm*, Beast's Bane*, Grunt Doll, Yellow Candy, Burning Brand, Stun Rod Rachel Speed Charm*, Beast's Bane*, Saburo, Grim Sword, Primal Spear, Rat Crest, Thunder Robes, Hunting Guard, Oaken Solleret Sanjuro Speed Charm*, Beast's Bane*, Kaiser Glaive, Negation Wand, Absolute Zero, Jungle Rage Sora* Speed Charm* x10, Beast's Bane* x10, Stonecall, Aquacall, Infernocall, Greencall, Thundercall, Nightcall, Secret: Thief Speed Charm* x10, Beast's Bane* x10, Health Charm x5, Soul Charm x5, Tiger King, Jormungand, The Sun Fang, Secret: Awaken, Book of Ideals Subaru* Terajima, Ryoko Speed Charm*, Beast's Bane*, Noble Wine, Feng Shui, Water Magic, Fire Magic Speed Charm* x10, Knight's Bane* x10, Usurper Helm, Omega Guard, Demon's Hands, Ultra Leg Mail, Secret: Reason, Book of Ideas Tsukasa* Wiseman Speed Charm*, Knight's Bane*, Well Water x6, Pure Water x6, Burning Oil x6, Holy Sap x6, Sports Drink x6, Cooked Bile x6

NEW TEAM MEMBERS APPEAR AFTER CLEARING THE GAME

Mia, Elk, Orca, Helba, Tsukasa, Subaru and Sora all become playable characters once you complete the game and fulfill a couple of requirements (see Secrets for more details). Since you can trade with them, their information is listed in the previous table.

NAME	CLASS	TRADE ITEMS
MANUAL PROPERTY.		
A-20	Twin Blade	Health Drink*, Healing Potion*, Recovery Drink*, Healing Elixir*, Stormlore, Gale Breath*, Leafblight*
A-Kichi	Wavemaster	Beast Blood*, Plasma Gale*, Dragon and Tiger, Vajira, Thunder Robes, Giraffe Hood
Acerola	Long Arm	Resurrect*, The Death*, Kiki and Lala, Shock Axe, Dark Beast, Night Solleret
Alpha Ichigoro	Long Arm	Green Gale*, Health Charm*, Gold Sword, Dharma Wand, Ebony Leg Mail, Jet Gloves
Alue	Wavemaster	Inferno Strike*, Nightbane*, Shichiyou, Wand of Truth, Storm Leg Mail, Shield Gloves
Bear	Blademaster	Warrior's Bane* x10, Knight's Bane* x10, Hunter's Bane* x10, Hermit's Bane* x10, Beast's Bane* x10, Wizard's Bane* x10, Secret: Rigid
Bell	Twin Blade	Fireball Storm*, Treebane*, Godslayer, Dharma Wand, Night Solleret, Ebony Leg Mail
Benkei	Heavy Axeman	Warrior Blood*, Plasma Storm*, Kurenai, Kikusenmonji, Spirit Dragon, Spirit Hauberk
BIG	Blademaster	Ice Floe*, Knight's Bane*, Kurenai, Kaiser Glaive, Sprite Hands, Cave Bear Hood
Borscht	Blademaster	Warrior Blood*, The Hanged Man*, Kurenai, Black Axe, Hunting Guard, Spirit Hauberk
Cima	Long Arm	Cygnus*, Hermit's Bane*, Twin Mizuchi, Awful Spear, Mignight Hands, Night Ape Hood
Cleama	Long Arm	Wizard Blood*, Nightblight*, Kiki and Lala, Grim Sword, Magus Robes, Night Ape Hood
Cossack Leader	Wavemaster	Hellstorm*, Lightbane*, Needleblade, Negation Wand, Oaken Leg Mail, Sonic Gloves
Crest	Heavy Axeman	Permafrost*, Wizard's Bane*, Dragon and Tiger, Hag's Wand, Storm Greaves, Storm Hauberk
Crim	Long Arm	Vibrant Blade, Brute's Axe, Shock Axe, Black Axe, Plasma Axe, Miracle Axe, Firelore
Grid	Long Arm	Healing Potion*, Dark Night*, Kurenai, Burning Brand, Spirit Hauberk, Owl Crest
Gyokuro	Wavemaster	Antidote*, Nightfear*, Black Chapter, Vibrant Blade, Tree Beast, Oaken Solleret
Hayate	Twin Blade	Knight Blood*, Ion Strike*, Saburo, Earthbreaker, Thunder Dragon, Storm Solleret
Heavy	Wavemaster	Divine Cross*, Lightning Bolt*, Kiki and Lala, Grim Sword, Night Ape Hood, Dark Beast
Henako	Blademaster	Wizard Blood*, Warrior's Bane*, Kiki and Lala, Thunder Spear, Jet Gloves, Ebony Greaves
Hinata	Blademaster	Hermit Blood*, Thunderbolt*, Black Chapter, Sun Fang Zero, Airy Robes, Cave Bear Hood
Hirami	Blademaster	Beast Blood*, The Devil*, Dragon and Tiger, Forest Spear, Shield Gloves, Storm Greaves, Demon Lance
Kazu*	Wavemaster	Soul Charm*, Artisan's Soul*, Oni's Fork, Excalibur, Thunderlord. Asura, Forestlore
Koji	Wavemaster	Absolute Zero*, Beast's Bane*, Black Chapter, Burning Brand, Oaken Greaves, Spirit Hauberk
M-78	Blademaster	Knight Blood*, The Lovers*, Saburo, Plasma Axe, Ion Guard, Storm Hauberk
Macky	Wavemaster	Soul Charm*, Artisan's Soul*, Saburo, Earthbreaker, Rat Crest, Shield Gloves

NAME	CLASS	TRADE ITEMS				
Mayunosuke	Heavy Blade	Fire Tempest*, Stonebane*, Kiki and Lala, Stun Rod, Ebony Greaves, Ebony Leg Mail				
Mimiru	Heavy Blade	Stonebane*, Waterbane*, Firebane*, Treebane*, Lightbane*, Nightbane*, Secret: Might				
Mutsuki	Blademaster	Meteor Swarm*, Waterbane*, Honor's Breath, Negation Wand, Oaken Solleret, Oaken Leg Mail, Cats Blades				
Neja	Twin Blade	Hale Cross*, Forest of Fear*, Dragon and Tiger, Vajira, Giraffe Hood, Thunder Beast				
Nekoski	Heavy Axeman	Healing Elixir*, Chaos Spell*, Twin Mizuchi, Stun Rod, Ebony Hauberk, Raven Crest				
Nijukata	Heavy Blade	Hermit Blood*, The Fool*, Black Chapter, Volcanic Spear, Sonic Gloves, Oaken Greaves				
NOVA	Heavy Blade	Speed Charm*, Emperor's Soul*, Twin Mizuchi, Nightingale, Raven Crest, Jet Gloves				
Oborozukiyo	Twin Blade	Flame Blast*, Firebane*, Scarlet Cross, Wand of Truth, Storm Solleret, Storm Leg Mail				
Osugi	Blademaster	Restorative*, Nightshade*, Dragon and Tiger, Brute's Axe, Thunder Beast, Storm Solleret				
Quess	Wavemaster	Healing Potion*, Dark Traitor*, Saburo, Hag's Wand, Storm Hauberk, Rat Crest				
Sachiko	Wavemaster	Light Cross*, Noble Wine*, Black Chapter, Sun Fang Zero, Cave Bear Hood, Tree Beast				
Sieg*	Heavy Blade	Divine Cross*, Lightning Bolt*, Uber Guard, Denial Greaves, Tsumugari, Missing Axe, Secret: Divine				
Task	Long Arm	Hunter Blood*, Raging Plasma*, Twin Mizuchi, Nightingale, Dark Dragon, Night Solleret				
Wing	Blademaster	Health Charm*, Mage's Soul*, Kurenai, Kikusenmonji, Owl Crest, Sonic Gloves				
Yuckey	Wavemaster	Hunter Blood*, The Moon*, Twin Mizuchi, Miracle Axe, Shadow Guard, Ebony Hauberk				
Yuji	Blademaster	Ice Strike*, Hunter's Bane*, Saburo, Golden Dragon, Electric Hands, Giraffe Hood				

NON-PLAYER CHARACTERS

These are the characters that wander each Root Town. Different characters populate a Root Town each time you leave the area and return. These characters can also move freely between servers. When trading with these people, look out for the random 7th item. You never know what you might find each time you talk to one.

NEW TRADERS ON THE BLOCK

Once you complete the game, two new NPCs start roaming the various Root Towns: Sieg, Balmung's rival and Blackrose's brother, Kazu. Look for them! They have wares worth trading for.

NAME	TRADE ITEMS
Aqua Grunty	Cave Bear Hood, Airy Robes, Fire Hands, Blaze Solleret, Aromatic Grass, Golden Grunty
Bony Grunty	Devil Helm, Armor of Hell, Geist Ring, The Hanged Man, Aromatic Grass, Golden Grunty
Iron Grunty	Midnight Helm, Stormlord Helm, Forester Helm, Light Giver, Aromatic Grass
Milky Grunty	Stonecall*, Fire Dragon, Noble Wine*, Sea Greaves, Frost Hauberk, Silver Grunty
Noble Grunty	Rainbow Card*, Yellow Candy*, Silver Scarab*, Nomad's Hood, Leather Armor, Leather Gloves,
Poison Grunty	Fire Tempest, Stonebane*, Spiral Wand, Patriot, Handyman's Axe
Rocker Grunty	Infernocall*, Thundercall*, Angel Chain, Celestial Robe, War God Guard, Rock'n Roll, Golden Grunty
Snakey Grunty	Summon Earth*, Summon Water*, Summon Fire*, Summon Wood*, Summon Thunder*, Summon Night*, Silver Grunty
Woody Grunty	Greencall*, Aquacall*, Noble Wine*, Ishtar Wand, Forest Spear, Silver Grunty

GRUNTIES

Adult Grunties also have the ability to trade items with you. In fact, they possess some of the best in the game! Trade with the Grunty directly after raising it to adulthood if you like; afterward, you can find each Grunty in a specific location in the Root Town where it was raised. Check Raising a Grunty for more details on the care of Grunties and their post-adulthood locations.

01010011010100111001001001001

0100100110011001101010010101011

100101010011001001001

Special Trades

A few of the PCs wandering the town can offer three special trades for some of the special element-affinity items found in a Dungeon's breakable objects. These items are often some of the best in the game, and do not replenish. Try to save the special items to trade for them as much as possible!

NAME	TRADE	REQUIRED	TRADE	REQUIRED	TRADE	REQUIRED
	ITEM	OFFER	ITEM	OFFER	ITEM	OFFER
Alicia	Blade's Chain	Well Water x6	War God Guard	Well Water x6	Cats Hat	3-Floor Tower
Annri	Celestial Robe	Holy Sap x12	Magus Solleret	Holy Sap x12	Super Wufei	Chinese Food
Benoit	Able Lamellar	Sports Drink x12	Alien Leg Mail	Sports Drink x12	Yoshida (26)	Boxed Lunch
Cyan	Angel Chain	Well Water x12	Divine Gloves	Well Water x12	Gimme Life	Rouge Fragment
Flare	Master's Hands	6 Burning Oil	Mercenary Mask	6 Burning Oil	Cats Gloves	1 Magnolia Miso
Fool	Alert Greaves	Holy Sap x6	Sublime Stole	Holy Sap x6	Cats Boots	Scent of Gero
John	Ragaraja Mail	Cooked Bile x12	Sacred Guard	Cooked Bile x12	Denial Greaves	Cooked Bile x12, Sports Drink x6
Jutah	Angel Helm	Burning Oil x12	Greaves of Awe	12 Burning Oil	Silent Bomber	Christmas Card
Micino	Honokagetuchi	Golden Axe x10	Spear of Curse	Golden Axe x10	Trickster	Golden Axe x10
Panta	Angel's Cap	Pure Water x12	Divine Hands	Pure Water x12	Key Axe	Ice Bar
Stare	Bladed Gloves	Pure Water x6	Matador Hood	Pure Water x6	Cats Mail	Doll Amulet
Teria	Guard Sollleret	Sports Drink x6	Killer Hauberk	Sports Drink x6	Thunder Dad	Maiden's Plot
Tim	Diablo Blades	Silver Axe x10	Malice's Axe	Silver Axe x10	Witch's Stick	Silver Axe x10
Waffle	Lone Leg Mail	Cooked Bile x6	Paladin's Mail	Cooked Bile x6	Dreams of Yore	Field's Deed



BOOKS OF RYU

The Books of Ryu act as both records of various statistics throughout your .hack experience, and as the place to receive various modifications for your Desktop.

You receive the Books of Ryu through the use of Data Drain and its related skills. There are eight volumes, each covering a different aspect of the games. If you've played previous volumes and converted your Save Data you should already have these books, and know how to use them. Goals marked in bold text are new to volume four, although you can still meet goals from previous games if you haven't yet fulfilled them. Prizes awarded alternate between new Images, Background music, and Movies, although you can only view the Movies after completion of the game.

1100100101010101011101011010

OFF AND RUNNING

If you're a returning player, check the Books of Ryu as soon as you can. Often many of the goals have already been met before ending your previous game, allowing you to get a head start on meeting this game's requirements.

RYUIBOOKUPAIAAIAAIAAIIA



Chronicles the total number of areas and total play time.

PLAY TIME

Over 5:00:00 Total Play Time	
Over 10:00:00 Total Play Time	
Over 15:00:00 Total Play Time	
Over 20:00:00 Total Play Time	
Over 25:00:00 Total Play Time	
Over 30:00:00 Total Play Time	
Over 35:00:00 Total Play Time	
Over 40:00:00 Total Play Time	
Over 45:00:00 Total Play Time	

Over 50:00:00 Total Play Time Over 60:00:00 Total Play Time

AREAS VISITED

Over 10 Areas Visited	Over 120 Areas Visited
Over 20 Areas Visited	Over 130 Areas Visited
Over 30 Areas Visited	Over 140 Areas Visited
Over 40 Areas Visited	Over 150 Areas Visited
Over 50 Areas Visited	Over 160 Areas Visited
Over 60 Areas Visited	Over 170 Areas Visited
Over 70 Areas Visited	Over 180 Areas Visited
Over 80 Areas Visited	Over 190 Areas Visited
Over 90 Areas Visited	Over 200 Areas Visited
Over 100 Areas Visited	Over 210 Areas Visited
Over 110 Areas Visited	

RYUBOOKIII



Chronicles the total number of magic portals in the field and dungeons.

MAGIC PORTALS OPENED

Over 50 Magic Portals Opened	Over 700 Magic Portals Opened
Over 100 Magic Portals Opened	Over 800 Magic Portals Opened
Over 150 Magic Portals Opened	Over 900 Magic Portals Opened
Over 200 Magic Portals Opened	Over 1000 Magic Portals Opened
Over 300 Magic Portals Opened	Over 1100 Magic Portals Opened
Over 400 Magic Portals Opened	Over 1200 Magic Portals Opened
Over 450 Magic Portals Opened	Over 1400 Magic Portals Opened
Over 500 Magic Portals Opened	Over 1500 Magic Portals Opened
Over 550 Magic Portals Opened	Over 1600 Magic Portals Opened
Over 600 Magic Portals Opened	Over 1700 Magic Portals Opened

FIELDS CLEARED OF MAGIC PORTALS

Over 5 Fields Cleared of All Magic Portals
Over 10 Fields Cleared of All Magic Portals
Over 15 Fields Cleared of All Magic Portals
Over 20 Fields Cleared of All Magic Portals
Over 25 Fields Cleared of All Magic Portals
Over 30 Fields Cleared of All Magic Portals
Over 35 Fields Cleared of All Magic Portals
Over 40 Fields Cleared of All Magic Portals

FINDING THE FIELD PORTALS

Remember to use Fairy Orbs in the Field to display all Field Portals. The Overall map view is indispensable to tracking down the last few Portals that you've missed. Don't forget that you can also use some of your Grunties in most servers to take you directly to unopened Field Portals.

DUNGEONS CLEARED OF MAGIC PORTALS

Over 10 Dungeons Cleared of All Magic Portals
Over 15 Dungeons Cleared of All Magic Portals
Over 25 Dungeons Cleared of All Magic Portals

Over 35 Dungeons Cleared of All Magic Portals

Over 45 Dungeons Cleared of All Magic Portals
Over 55 Dungeons Cleared of All Magic Portals
Over 65 Fields Cleared of All Magic Portals
Over 75 Fields Cleared of All Magic Portals

GRUNTY ELEMENTS LIST OF RYU BESTIAN

RYU BOOK III



Chronicles the names of players Kite has met.

PLAYER NAMES

Over 20 Names Registered
Over 30 Names Registered
Over 40 Names Registered
Over 50 Names Registered
Over 60 Names Registered
All Names Registered

Over 5 Trades	0v
Over 10 Trades	Ov

Over 15 Trades

Over 20 Trades

Over 25 Trades

Over 30 Trades

Over 35 Trades
Over 40 Trades
Over 45 Trades
Over 50 Trades

RYU BOOK IV



Chronicles the names of monsters Kite has fought.

MONSTERS ENCOUNTERED

Over 80 Monsters on the List
Over 120 Monsters on the List
Over 160 Monsters on the List
Over 200 Monsters on the List
Over 240 Monsters on the List
Over 280 Monsters on the List
All Monsters on the List

Over 40 Monsters on the List

0111001001010101011110101101

CORRALLING THE MONSTERS

Not every monster can be found just through exploring the main areas of the storyline. You already must wander through extra areas created on your own to meet other requirements, but for a better idea of just where to go for the last few monsters check the Bestiary. Various monsters not found in your normal travels have hints to help you track them down and add them to your list.

RYU BOOK V



Chronicles about Kite's friends

GIFT AMOUNT

	Over 20,000 GP in Gifts
Š	Over 50,000 GP in Gifts
	Over 80,000 GP in Gifts
	Over 120,000 GP in Gifts
	Over 150,000 GP in Gifts

Over 200,000 GP in Gifts
Over 250,000 GP in Gifts
Over 300,000 GP in Gifts
Over 350,000 GP in Gifts

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RYU BOOK VI



Chronicles about Gott Statues, treasures, boxes, casks, jars, and bones.

TREASURE BOXES

Over 50 Treasure Boxes Opened	Over 900 Treasure Boxes Opened
Over 150 Treasure Boxes Opened	Over 1000 Treasure Boxes Opened
Over 300 Treasure Boxes Opened	Over 1100 Treasure Boxes Opened
Over 400 Treasure Boxes Opened	Over 1200 Treasure Boxes Opened
Over 500 Treasure Boxes Opened	Over 1300 Treasure Boxes Opened
Over 600 Treasure Boxes Opened	Over 1400 Treasure Boxes Opened
Over 700 Treasure Boxes Opened	Over 1500 Treasure Boxes Opened
Over 800 Treasure Boxes Opened	

01010010101000110

BOXES, CASKS, JARS, AND BONES DESTROYED

Over 50 Boxes, Casks, Jars, and Bones Destroyed Over 100 Boxes, Casks, Jars, and Bones Destroyed Over 200 Boxes, Casks, Jars, and Bones Destroyed Over 300 Boxes, Casks, Jars, and Bones Destroyed Over 400 Boxes, Casks, Jars, and Bones Destroyed Over 500 Boxes, Casks, Jars, and Bones Destroyed Over 600 Boxes, Casks, Jars, and Bones Destroyed Over 700 Boxes, Casks, Jars, and Bones Destroyed

Over 800 Boxes, Casks, Jars, and Bones Destroyed Over 900 Boxes, Casks, Jars, and Bones Destroyed Over 1000 Boxes, Casks, Jars, and Bones Destroyed Over 1100 Boxes, Casks, Jars, and Bones Destroyed Over 1200 Boxes, Casks, Jars, and Bones Destroyed Over 1300 Boxes, Casks, Jars, and Bones Destroyed Over 1400 Boxes, Casks, Jars, and Bones Destroyed

PLAY TIME

Over 5 Gott Statue Treasures Opened Over 15 Gott Statue Treasures Opened Over 25 Gott Statue Treasures Opened Over 35 Gott Statue Treasures Opened Over 45 Gott Statue Treasures Opened Over 55 Gott Statue Treasures Opened Over 65 Gott Statue Treasures Opened Over 75 Gott Statue Treasures Opened Over 85 Gott Statue Treasures Opened

0101001110010010010011011



Chronicles about Spring of Myst and Symbols.

SYMBOLS ACTIVATED

Over 5 Symbols Activated	Over 80 Symbols Activated
Over 10 Symbols Activated	Over 90 Symbols Activated
Over 20 Symbols Activated	Over 100 Symbols Activated
Over 30 Symbols Activated	Over 110 Symbols Activated
Over 40 Symbols Activated	Over 120 Symbols Activated
Over 50 Symbols Activated	Over 130 Symbols Activated
Over 60 Symbols Activated	Over 140 Symbols Activated
Over 70 Symbols Activated	

ENCOUNTERS WITH MONSIEUR

Over 5 Encounters with Monsieur Over 30 Encounters with Monsieur Over 10 Encounters with Monsieur Over 15 Encounters with Monsieur Over 20 Encounters with Monsieur Over 25 Encounters with Monsieur

Over 40 Encounters with Monsieur Over 45 Encounters with Monsieur Over 50 Encounters with Monsieur Over 55 Encounters with Monsieur

ENCOUNTERS WITH GRANDPA

Over 5 Encounters with Grandpa Over 10 Encounters with Grandpa Over 15 Encounters with Grandpa Over 20 Encounters with Grandpa Over 25 Encounters with Grandpa

Over 30 Encounters with Grandpa Over 40 Encounters with Grandpa Over 45 Encounters with Grandpa Over 50 Encounters with Grandpa Over 55 Encounters with Grandpa

THE ELUSIVE SPIRITS

The Springs of Myst requirements are often some of the tougher ones to meet since just the Fields in the main Dungeon don't provide enough Springs to satisfy these requirements. To find enough to complete the Books of Ryu, explore other areas on your own and concentrate on the specific Field types that house the Springs. Try the "Aqua Field" third Keyword fragment with various combinations to have a good chance of finding extra Springs.

BOOK VIII



Chronicles about Grunties and Food for Grunties

GRUNTY LIST

Raised all types of Grunties

GRUNTY FOOD

All Grunty Food Varieties Obtained Over 150 Grunty Food Obtained Over 50 Grunty Food Obtained Over 170 Grunty Food Obtained Over 70 Grunty Food Obtained Over 190 Grunty Food Obtained Over 90 Grunty Food Obtained Over 210 Grunty Food Obtained Over 110 Grunty Food Obtained Over 230 Grunty Food Obtained Over 130 Grunty Food Obtained



This chapter provides a detailed listing of every monster in the game along with its vital information, the skills it uses, and the items that can be obtained by Data Draining it. The main portion of this section deals with the monsters fought in the field and dungeons; it's also important to note that the enemies are listed *by level* for easier reference. To prevent confusion, Drained Monsters, Goblins, and bosses appear separately.

	是一个人,我们就是一个人的人,我们就是一个人的人,我们就是一个人的人,我们就是一个人的人的人,我们就是一个人的人的人,我们就是一个人的人的人,我们就是一个人的人
Species	Family of monster to which the creature belongs.
Level	Monster's level.
Size	The size of the enemy dictates which Virus Cores can be obtained by Data Draining it. Small (S) creatures yield Virus Core A, medium
CONTROL TOOK NAME AND A STREET	(M) creatures yield Virus Core B, and large (L) creatures can yield a Virus Core C.
DD Type	Name of Drained Monster that appears after Data Drain is performed.
HP/SP/PP	The monster's Hit Points (HP), Skill Points (SP), and Protect Points (PP). The monster can be Data Drained when reduced to an HP
	equaling the PP.
Elm.	The Element attributed to the monster. There are six of them: E (Earth), W (Water), F (Fire), L (Wood), T (Thunder), D (Darkness)
Tol.	The monster's attack tolerance. There are 8 types: E (Earth), W (Water), F (Fire), L (Wood), T (Thunder), D (Darkness), PA (Physical
	Attack), and MA (Magical Attack). Remember, a monster will not always be resistant to elemental attacks matching his own attribute.
M/B Res.	Level of resistance to attacks against the mind (Curse, Sleep, Confuse, Charm, and Magical Ability Down) and the body (Poison,
	Paralysis, Speed Down, Physical Ability Down, and Attribute Down).
P/M	The enemy's Physical and Magical Attack (Atk), Defense (Def), Accuracy (Acc), and Evade (Evd) ratings.
Element	The enemy's ratings for E (Earth), W (Water), F (Fire), L (Wood), T (Thunder), D (Darkness).
Skills	The Skills used by the monster.
Data Drain Items	Items received by Data Draining the creature.
Location	Area where you can be sure to encounter the desired monster. Those marked with an "*" indicate that the monster is only found in
	Random Keyword areas like the one suggested.

Don't Forget...

As noted earlier, the enemies are listed by level. This provides a much easier reference tool to find particular enemies of the same level.

Drained Monsters

This section provides all the necessary information on the creatures that the larger monsters become after a successful Data Drain. With the exception of the laser-shooting Astro Prince, all of these creatures can be killed with a single slash of a blade—provided you can catch them. Drained monsters cannot be Data Drained again, nor do they yield items or Treasures upon being killed.

F	RA:	ZIN	Ε	Species:	Warrior (M)			
LV	0	SIZE	S	HP	/SF	•	50/5	
M/E	3 R	ES.	1/1					1
PIN	1 4	TK.	2.5/0.	5				
PIN	10	EF	2.0/0.5					
PIN	1 A	cc	2.0/1.0					7
PIN	1 E	VD	10/0.	1			A	
E)	w	0	F	0			
L ()	т	0.5	0	0		0	

F	201	ROL	.12	Species:	Warrior (F)			
LV	0	SIZE	S	HP	SP.		50/5	
M/E	3 R	ES.	1/1					100
P/N	P/M ATK. 2.5/0.5							2
PIN	10	EF	2.0/0.	5				
PIN	4 A	cc	2.0/1	.0				
PIN	1 E	VD	10/0.	1				
E	0	W	0	F	0			
L	0.2	т	0	D	0			

1	LONG LIVED Spe										Magic-User (M)
L	_~	0	5	IZE	S	Н	P/	SP		50/5	
1	1/	BF	₹E	s.	. 1/1						
F	2/1	M	XT1	<.	0.5/1.	0.5/1.0					
F	9/1	м с	DE	F	1.0/15						1
F	2/1	M A	A C	С	1.0/2.0						51 9
F	7/1	M E	EVI	D	10/30					10	14 8
	E	0		w	0		F	0			The state of
and a	L	0		т	0		D	0			

10010101001100100100100



KAKASII	NGER	Species: Golem
LV 0 SIZE	S HP/SP	50/5
M/B RES.	100/100	
P/M ATK.	2.5/0.5	-
P/M DEF	15/0.5	
P/M ACC	2.0/1.0	
P/M EVD	10/0.1	1
E 0.2 W	0 F 0	A
∟ 0 ⊤	0 🗗 0	1

PIPPY		Species: Bird
LV 0 SIZE	\$ HP/SP	50/5
M/B RES.	1/1	
P/M ATK.	2.5/0.5	A 0000
P/M DEF	2.0/0.5	- Notes
P/M ACC	2.0/1.0	
P/M EVD	10/0.1	N X
E 0 W	0 F 0	
∟ 0.2 ⊤	0 0	

MONKE.	Y CRAB	Species: Crustacean			
LV 0 SIZE	E \$ HP/SP	50/5			
M/B RES.	1/1				
P/M ATK.	2.5/0.5				
P/M DEF	15/0.5	A A			
P/M ACC	2.0/1.0	0.0			
P/M EVD	10/0.1				
E 0 w	0 F 0	300			
∟ 0 ⊤	0 🗩 0				
		Consider Field			

BAT		Species: Demon
LV () SIZE	S HP/SP	50/5
M/B RES.	1/1	
P/M ATK.	2.5/1.0	
P/M DEF	2.0/15	
P/M ACC	2.0/2.0	The state of the s
P/M EVD	10/30	
E 0 W	0 F 0	
L 0 T	0 🗩 0.2	

MOAI			Species:	Earth El	emental	
LV 0 Siz	ZE S H	HP/SP	50/5			
M/B RES	. 1/1					
P/M ATK	. 2.5/0.5					
P/M DEF	15/0.5					
P/M ACC	2.0/1.0					
P/M EVD	10/0.1					
E 0.2	w 0	F O				
L 0	⊤ 0	D 0				
LITTLE	Do	Sp	ecies:	Hound		



G	REI	MLI	2		Species:	Goblin			
LV	0	SIZE	≡ S	HP/	SP	50/5			
M/	BR	ES.	1/1						
P/I	MA	TK.	2.5/0	.5					
P/I	м D	EF	2.0/0.	5	io fie		M		
P/I	MA	cc	2.0/1	.0	11.1				
P/I	ME	VD	10/0.	1			AVID.		
E	0.2	w	0	0 F 0			VA		
L	0	т	0	0 0			桐		
LIMB KNIES							Species:	Knife	

LITTLE	Doggie	Species: Hound					
LV 0 SIZE	S HP/SP	50/5					
M/B RES.	1/1						
P/M ATK.	2.5/0.5						
P/M DEF	2.0/0.5	10					
P/M ACC	2.0/1.0						
P/M EVD	10/0.1						
E 0 W	0 F 0.2						
ь 0 т	0 0						
DRAGON PUPPY Species: Lizard							
1 1 0 5175	· C LD/CD	50/5					

WIGGLE	SNAKE	Species: Idol
LV 0 SIZ	E § HP/SP	50/5
M/B RES.	100/100	
P/M ATK.	2.5/1.0	
P/M DEF	2.0/0.5	
P/M ACC	2.0/2.0	
P/M EVD	10/30	
E 0 W	0 F 0	
∟ 0 ⊤	0.2 🗅 0	
		0 : 5 :

LIMP KN	NIFE	Species: Knife
LV 0 SIZE	S HP/SP	50/5
M/B RES.	4/4	
P/M ATK.	2.5/0.5	
P/M DEF	2.0/0.5	
P/M ACC	2.0/1.0	
P/M EVD	10/0.1	
E 0 W	0 F 0	
ь 0 т	0 0	
CHARME	· -	Species: Spake

-	Marian Company	
DRAGE	N PUPP	→ Species: Lizard
LV 0 SIZ	E S HP/S	P 50/5
M/B RES.	1/1	1 1
P/M ATK.	2.5/1.0	
P/M DEF	2.0/0.5	W. O. Lieu
P/M ACC	2.0/2.0	
P/M EVD	10/0.1	
E 0 V	0 F 0.2	2
∟ 0 ¬	0 🗩 0	
E.VE A	46NIGY	Choolee: Mimie

Tw	/INK	(LE	: G		Species:	Plant		
LV	0 =	SIZE	S +	HP/	SP	50/5		
M/E	RE	s.	1/1				-00	
P/N	P/M ATK. 2.5/0.5					4.		
P/N	P/M DEF 2.0/0.5					- W		
P/N	1 AC	c	2.0/1.0					
P/N	1 EV	D	10/0.1				V	
E ()	w	0	0 F 0			X	_
L ().2	т	0 0					
DE	ATH	-1	HEA	S	pecies: l	Indead		

CHAR	MEF	₹		Species:	Snake		
LV 0 s	IZE (S ⊢	IP/	SP	50/5		
M/B RES	M/B RES. 1/1						
P/M ATK	<. 2.	2.5/1.0					
P/M DEF	P/M DEF 2.0/15					A	
P/M AC	= 2.	.0/2.0					
P/M EVE	o 10	0/30				2	
€ 0.2	w 0		F	0			
∟ 0	т 0	0 🗗 0					
DESCRIPTION	200000000	EX. (10.00)					

Belleville	Annual Colors of the Colors of	
FAKE M	IONEY	Species: Mimic
LV 0 SIZE	S HP/SP	50/5
M/B RES.	100/100	(a a
P/M ATK.	2.5/0.5	6
P/M DEF	15/1.0	0 930
P/M ACC	2.0/1.0	VAL AND
P/M EVD	10/30	13
E 0 W	AND DESCRIPTION OF THE PERSON NAMED IN	6 6 6
ь 0 т	0 0	

D	E.	ΔТ	н	HE	Δ:	D			Species: Undead				
LV	. () s	SIZE	: S	Н	P/	SP		50/5				
M/	В	RE	s.	1/1									
P/	м	AT	κ.	2.5/2.5									
P/	м	DE	F	2.0/1.0									
P/	м	AC	c	2.0/2.0									
P/M EVD			10/0.1					land T					
E	E 0 W		0		F	- 0							
L	0		т	0		D	0.2						
LUII			DESTRUCTION	GRADING ST	1000	Contract of the last	de la constant	1000					

	Wi	G	3L	Y					Species: Insect				
L~	0	5	SIZE	S	Н	IP/	SP		50/5				
M/	В	RE	s.	1/1									
P/	M	ATI	ĸ.	2.5/1.5					30				
P/	м	DE	F	2.0/0.5									
P/	M	AC	С	2.0/2.0									
P/	M	EV	D	10/0.	1								
E 0 W				0		F	Ò						
∟ 0 т				0 🕞 0									

c	0	D	0	R	0		Species: Ghost								
L	v	0		s	IZE	S	S HP/SP				50/5				
M	M/B RES.						1/1						1		
P	P/M ATK.						2.5/1.0						1		
P	11	M	D	E	-	15/1.	15/1.0								
P	/1	M	A	c	C	2.0/2.0									
P	P/M EVD					10/2	10/20								
E	: 0 w					0		F	0				~		
L	∟ 0 т				т	0		D	0			10			

		AS	TRC) F	'nR	11	ICE	Species: Alien
1	L>	0	SIZE	: S	н	-/	SP	1000/5
	M/	BR	ES.	1.1				
	P/I	MA	TK.	30/1.0)			
	P/I	м D	EF	120/6	0			
	P/	MA	cc	100/2	.0			
Y	P/I	ME	VD	20/30				30
1	E 5.0 W			5.0		F	5.0	
å	∟ 5.0 ⊤			5.0		D	5.0	

Standard Enemies from .HACK Vol.1 and Vol.2

This time around, the main bestiary has been divided into two parts based on which volume of the game the monsters appear. First up are the monsters from Vol.1 and Vol.2. The entries for these monsters have been stripped down to include only the most important information. At this stage in the game, the only time you should confront one of these monsters is when you are searching for items to complete your list for the Item Complete Contest at the end of the game.



△ Boundless Corrupted Fort Walls

ROCK HEAD

LOCATION

LOCATION Θ Quiet Eternal White Devil

Virus Core C, Unicorn Blade, Ice Hunter Cap

10.3	4 4	X 1 1 0	2000		COLUMN TO SECOND	THE RESERVE	THE RESERVE OF THE PARTY OF THE			
٤	1	AKC	IID			Species:	Lizard			
L~	7	SIZE	S	DD	TYPE	Dragon Puppy				
HP	SP	/PP	120/7	5/62						
ELN	и. F		Тс	DL.	N/A					
DAT	FA	DRAIN	7 17	9.75						
Virus (Core A	A, Stun Sw	ord, V	1	1976					
LO	CAT	LION		8						

	LV	7	SIZE	М	DD	TYPE	Wiggly
	HP/	SP	/PP	330/1	10/230		120
	ELN	1. N	I/A	ТС	oL.	N/A	1
	DAT	A					
	Virus C	ore E	34				
1	LOC	CAT					
	Δ Nois	y Obl					
MAL	17			17/1		医角征病	

HP/SP/PP 850/105/620

DATA DRAIN ITEMS Virus Core C, Defense Sword, Firedrake Mail

LOCATION

BEE ARMY





SCORE	NON TANK	Species: Crustacean
LV 9 SIZE	DD TYPE	Monkey Crab
HP/SP/PP	770/275/560	
ELM. W	TOL. NA	
DATA DRAIL	N ITEMS	
Virus Core C, Mounta	in Guard, Mountain Helm	
LOCATION		
△ Closed Oblivious To	win Hills	The state of the s
	10日本日 日日日	
RED W	YRM	Species: Lizard
LV 10 SIZE	L DD TYPE	Dragon Puppy



L~ 9	SIZE	M DC	O TYPE	Moai	
HP/SP	/PP	410/185/29	10		1
ELM.		TOL.	N/A	Colores .	
DATA	DRAIN	ITEM			
Virus Core E	3, Thunder	Axe, Moun			
LOCA	rio Z				
△ Boundles	s Corrupted	d Fort Walls			1
Hu	NGR	Y G	Species: Plant		
L∨ 11	SIZE	\$ DE	Twinkle Grass		
HP/SP	/PP	160/115/86	\ \w	1	

TOL. N/A

DATA DRAIN ITEMS

LOCATION

Virus Core A, Frost Bracer, Wyrm Scale

△ Closed Ob	livious Tw	rin Hill	S	200					
VIL	1307	1 1	11						
Gu	ARD	IA	7		Species: Golem				
LV 12	SIZE	M	DD	TYPE	Kakasinger				
HP/SP	/PP	530/2							
ELM. E		Т	DL.	N/A	100 A				
DATA [DRAIN	7 17	EMS	3					
Virus Core B	, Razor A	ke, Fro	ost Arm	nor					
LOCAT	107								
⊖ Quiet Eter	nal White	Devil							
CTC	35.10	-		TI E	Species: Farth Flemental				



∆ Clos	ed Ob	olivious Tw	vin Hil	ls						
		AME	ř		5.5	Species: Hound				
		SEARCH SEE	100							
THE REAL PROPERTY AND ADDRESS OF THE PERSON NAMED IN			L DD TYPE			Little Doggie				
HP	'SP	/PP	1010	/365/7	40			1		
ELI	м. F		TOL. N/A							
DAT	ГА	DRAIN	7 17	EM	s					
Virus (Core C	C, Gold Sp	ear, Ic	e Hunt	ter Cap			10		
LO	CAT	TION								
∆ Outp	oourin	g Solitary	Spira	*		· Marie	Attach	and		
					described.					
F	1E	AVY	~	Species:	Warrior(M)				



ТН	ous	AL	10	ES	Species	: Plant			
-v 13	SIZE	L	DD	TYPE	Twinkle Grass				
HP/SP/PP 1090/395/800						4			
ELM. L		ТС	oL.	N/A					
DATA	DRAIN	1 1	EMS	3			1		
irus Core C	, Frost Bra	icer, V	Vyrm S	Scale					
OCAT	TION				17				
Quiet Eter	rnal White	Devil	-		14				
	RELETE B								
Go	BLIN	1 1	5	Species:	Goblin				

	HE.	AVY	~	1E7	AL	Species:	Wai	rior(M)	
	L∨ 14	SIZE	S	DE	TYPE	Razine			
	HP/SP	/PP	180/1	45/10	4				
	ELM. T		Т				۱		
	DATA	DRAI	7 17		1				
	Virus Core A	, Ronin E	Blades,	Ice He	lm			Z	
	LOCA	rio Z							
relia. Part	Δ Plenteous	Smiling I	Hypha				-		
	The second second second	C							
	SLI	ED I	DC	Speci		Hound			
	1 3/ 15	6.75	M	- Little Doggie					

WATER	WIT	эн 8	Species:	Magic	-User(F)	
LV 14 SIZE	S DD	TYPE	Flamer			
HP/SP/PP	180/145/52	W		1		1
ELM. N/A	TOL.	Virus Core				h
DATA DRAIL	N ITEMS	3		PE		
A, Basho Wand, Wint	er Coat	AM.			7	
LOCATION				44		
Δ Plenteous Smiling I	Hypha	and and				1
LAMIA	FIGH	TER	Spe	cies:		
LV 15 SIZE	SDD	TYPE	Charmer			

Θ Quie	et Eter	rnal White	Devil			N W		
C	60	BLIN	1 1	Spe	ecies:	Goblin		
LV	15	SIZE	S	DD	TYPE	Gremlin		
HP/	SP	/PP	190/1	155/100)		-	
ELN	u. E		Т	DL.	N/A			
DAT	FA	DRAIN	4 IT	EMS	3	. 6	3	
Virus (Core A	A,.Spell Bla	ides, l	Fishing	Gloves	10	P	
LOC	CAT	TION				-	2	
Δ Lightless Sage's Scaffold*								
			/					
No	эM	ADI	= 1	80	NES	Spe		Undead

SL	ED I	DC	Species: H	ound		
L∨ 15	SIZE	M	DD	TYPE	Little Doggie	
HP/S	P/PP	650/3	305/470)		
ELM.	F	Т	DL.	N/A		
DATA	DRAI	7	EMS	3		N. C.
Virus Core	B, Spear o	f Spell	l, Ice Hi	unter Cap	50	1
LOCA	MOITA					
Δ Putrid H	lot-blooded	Scaff				



SHINING EYES LV 15 SIZE M DD TYPE Odoro

HP/SP/PP 650/305/470 ELM. D TOL. N/A

DATA DRAIN ITEMS Virus Core B, Diabolic Wand, Winter Coat

LOCATION

△ Putrid Hot-blooded Scaffold



ADDITIONAL

OCHIMUSHA LV 16 SIZE S DD TYPE Razine

HP/SP/PP 200/165/116

ELM. T TOL. NA DATA DRAIN ITEMS

Virus Core A, Spell Blades, Fire Helm LOCATION

△ Chosen Corrupted Fiery Sands*





SQUILLA DEMON Species: Crustacean

LV 16 SIZE M DD TYPE Monkey Crab HP/SP/PP 690/325/500

ELM. W TOL. NA DATA DRAIN ITEMS Virus Core B. Ice Helm, Agua Guard

LOCATION Δ Putrid Hot-blooded Scaffold



LV 16 SIZE S DD TYPE Gremlin

HP/SP/PP 200/165/106 ELM. F TOL. NA DATA DRAIN ITEMS

Virus Core A, Spell Blades, Smith's Gloves LOCATION

△ Putrid Hot-blooded Scaffold



KILLER SNAKER

LV 16 SIZE L DD TYPE Charmer HP/SP/PP 1330/485/970

ELM. E TOL. N/A DATA DRAIN ITEMS

Virus Core C, Iron Anklet, Fire Lizard (Boots)

△ Chosen Corrupted Fiery Sands*



METAL EMPEROR Species: Golen

LV 17 SIZE M DD TYPE Kakasinger HP/SP/PP 730/345/530

ELM. E TOL. N/A DATA DRAIN ITEMS Virus Core B, Earth Axe, Blaze Armor LOCATION

△ Chosen Her Spiral*



ARROW FISH

LV 17 SIZE S DD TYPE Minnow

HP/SP/PP 220/175/122 ELM. W TOL. NA DATA DRAIN ITEMS

Virus Core A, Fugaku, Fire Dance Hat LOCATION

A Buried Hopeless Far Thunder*



LV 17 SIZE M DD TYPE Wiggle Snake

HP/SP/PP 730/345/530 ELM. T TOL. N/A DATA DRAIN ITEMS

Virus Core B, Earth Axe, Hands of Fire LOCATION

O Collapsed Momentary Spiral

NOISY WISP



LV 17 SIZE M DD TYPE Twinkle Grass

HP/SP/PP 730/345/530 ELM. L TOL. N/A DATA DRAIN ITEMS Virus Core B, Fire Bracer, Firedrake Mail

LOCATION

△ Chosen Corrupted Fiery Sands*



PHANTOM WING Species: Insect

LV 18 SIZE M DD TYPE Wiggly

HP/SP/PP 770/275/560 ELM. N/A TOL. N/A DATA DRAIN ITEMS

Virus Core B. Shanato, Fire Lizard (Boots) LOCATION

O Collapsed Momentary Spiral



LV 18 SIZE & DD TYPE Odoro

HP/SP/PP 554/185/200 ELM. D TOL. NA DATA DRAIN ITEMS

Virus Core A, Earth Rod, Fireman's Coat LOCATION

O Collapsed Momentary Spiral



Species: Ghost

GENERAL ARMOR Species: Warrior(M) LV 19 SIZE M DD TYPE Razine

HP/SP/PP 810/385/590 ELM. T TOL. T

DATA DRAIN ITEMS Virus Core B. Sotetsu, Fire Helm

LOCATION O Cursed Despaired Paradise



DARK WITCH Species: Magic-User(F)

LV 19 SIZE S DD TYPE Flamer HP/SP/PP 230/195/67

ELM. D TOL. N/A DATA DRAIN ITEMS

Virus Core A. Rod of the Sea. Fireman's Coat LOCATION

O Collapsed Momentary Spiral



WOOD HARPY

LV 19 SIZE S DD TYPE Pippy

HP/SP/PP 230/195/134 ELM. L TOL. N/A DATA DRAIN ITEMS Virus Core A. Water God Axe. Smith's Gloves

LOCATION O Cursed Despaired Paradise



FIRE WITCH

LV 20 SIZE S DD TYPE Flamer

HP/SP/PP 240/205/70 ELM. F TOL. N/A DATA DRAIN ITEMS

Virus Core A. Inferno Wand, Lincoln Green LOCATION

O Cursed Despaired Paradise



LAMBADA KNIFE

LV 20 SIZE S DD TYPE Limp Knife HP/SP/PP 250/405/140

ELM. N/A TOL. N/A DATA DRAIN ITEMS

Virus Core A, Lavaman Spear, Komura

LOCATION O Cursed Despaired Paradise



GLADIATOR Species: Warrior(M) LV 21 SIZE S DD TYPE Razine

HP/SP/PP 250/215/146 ELM. T TOL. N/A DATA DRAIN ITEMS

Virus Core A, Enou, Forester Helm LOCATION Δ Buried Pagan Fiery Sands



LV 21 SIZE S DD TYPE Porolin HP/SP/PP 250/215/146

ELM. L TOL. N/A DATA DRAIN ITEMS Virus Core A, Komura, Spirit Armor

LOCATION Δ Buried Pagan Fiery Sands



HELL BOX

LV 22 SIZE S DD TYPE Fake Money

HP/SP/PP 930/445/680 ELM. N/A TOL. N/A DATA DRAIN ITEMS

Virus Core A. Hands of Wood, Air Bracer LOCATION



LV 22 SIZE M DD TYPE Death Head

HP/SP/PP 930/335/680 ELM. D TOL. N/A DATA DRAIN ITEMS

Virus Core B. Treeman Spear, Oak Anklet

LOCATION Δ Lonely Silent Great Seal



LV 23 SIZE S DD TYPE Long Lived HP/SP/PP 270/235/125

ELM. F TOL. N/A DATA DRAIN ITEMS Virus Core A, Cedar Wand, Scarab Earring

LOCATION Θ Great Distant Fertile Land

10010101001100100100100



Δ Buried Pagan Fiery Sands

LV 23 SIZE S DD TYPE Charmer	300
HP/SP/PP 200/155/110	7
ELM. E TOL. N/A	
DATA DRAIN ITEMS	
Virus Core A, Oak Anklet, Ranger's Boots	
LOCATION	
Δ Lonely Silent Great Seal	1

BAE	3Y 1	WC	Species:	Insect		
L∨ 23	SIZE	L	DD	TYPE	Wiggly	
HP/SP/	'PP	1890/	695/14	100		- New York
ELM. N	Α	Т	TOL. N/A			1
DATA D	DRAIL	7 IT	EMS	3		74
Virus Core C,	Shidan,	Range	er's Boo	ots	210	
LOCAT	700				Dick	
Δ Lonely Sile	nt Great	Seal				
	1 50					



IRONB.	ALL FREA	Species: Goblin
LV 24 SIZE	DD TYPE	Gremlin
HP/SP/PP	1970/725/1460	1
ELM. T	TOL. N/A	
DATA DRAIL	N ITEMS	E (
Virus Core C, Raitei, F	Forest Gloves	
LOCATION		
O Voluptuous Worst	Dead Lands*	
		1

					- Production
L∨ 24	SIZE	M	DD	TYPE	Limp Knife
HP/SF	P/PP	1010	İ		
ELM.	N/A	Т	DL.	N/A	
DATA	DRAIN	и Іт	EMS	5	
Virus Core	B, Singing I	Blade,	Strorr	ner Spear	
LOCA	TION				
Θ Great Di	stant Fertile	Land			
					TO REPORT OF THE PARTY OF THE P

SOFORGO CONTRACTOR CON		
SNAPE	Y GRASS	Species: Plan
LV 24 SIZE	S DD TYPE	Twinkle Grass
HP/SP/PP	290/245/164	/ W
ELM. L	TOL. N/A	
DATA DRAIL	N ITEMS	The second second
Virus Core A, Air Brac	er, Holy Tree Mail	Ŧ
LOCATION		Ŧ
Θ Great Distant Fertil		
HALLO	WEEN	Species: Chos

C.	ANN	IBA	L	Species: Goblin		
L~ 2	5 SIZ	EL	DE	TYPE	Gremlin	L
HP/S	SP/PP	2050	/755/1	520		н
ELM	E	Т	DL.	N/A	3	E
DATA	DRA	רו אוג	EMS	8		D
Virus Co	re A, Ansh	ou, Fores	st Glove	es		Viru
LOC	ATION	7			LC	
Θ Buried	Bounded	Abyss*	Wile-		ΘΒ	
						_

					.0.0	opodios. Lizaru
.~	25	SIZE	S	DE	TYPE	Dragon Puppy
HP/	IP/SP/PP 300/2)	A .
ELN	1. F		Т	DL.	F	
TAC	-	DRAI	7 17	EMS	8	
rus C	ore [), Kikujun	nonji, H	loly Tr	ee Mail	
00	CAT	107				210
Buri	ed Bo	unded At	yss*			

	opecies. unos	
LV 25 SIZI	E M DD TYPE	Odoro
HP/SP/PP	1050/505/770	
ELM. D	TOL. N/A	10
DATA DRA	1 LIL	
Virus Core B, Adian's	s Rod, Lincoln Green	
LOCATION	South of the	
Θ Buried Bounded A	Abyss*	
BEE A	SSAULT	Species: Insect

		ייירי	75	species. Waltior(IVI)	
L∨ 26	SIZE	M	DD	TYPE	Razine
HP/SP	/PP	1090	/525/80	00	
ELM.		Т	DL.	N/A	
DATA	DRAI	7 17	EMS	3	
Virus Core B	, Anshou,	Fores	ter Hel	m	
LOCAT	107			177	
○ Pulsating	Silent Gat	te*			

The state of the s	
LV 26 SIZE S DD TYPE Gremlin	
HP/SP/PP 300/265/166	1
ELM. E TOL. N/A	
DATA DRAIN ITEMS	
/irus Core A, Anshou, Jinsaran	
-OCATION	
O Chosen Hopeless Nothingness	/

			-	the Control of the Co	-		
BE	EA	85	AL	ILT		Species:	Insect
L∨ 26	SIZE	M	DD	TYPE	Wiggly		
HP/SI	P/PP	1090	/395/80	0		*	
ELM.	N/A	TOL. N/A				- III	10
DATA	DRAI	7 17	EMS	5	1	×	11
Virus Core	B, Sharp E	Blade, F	Ranger's	s Boots	*	11	
LOCA	TION					*	1
O Pulsating Silent Gate*						*	
				March Street			
WE	200	-				Charine	· Dlant

	M.	ANTI	s		S	pecies: Crustacean
Ę	L~ 2	SIZE	M	DD	TYPE	Monkey Crab
	HP/S	P/PP	1130	/545/83	30	(A = 0)
THE PARTY OF	ELM.	W	Т	DL.	N/A	
	DATA	DRAI	7 17	EMS	3	
	Virus Cor	e B, Giant H	ill (Axe), Elect	ric Guard	
	LOC	ATION				
	Θ Choser	Hopeless I	Vothing	ness		
Ġ						

	_	טנ	HE				Species: Gobiin
	LV	27	SIZE	L	DE	TYPE	Gremlin
	HP	SF	/PP	2210	/815/16	640	- 44
	ELI	м. F		Т	DL.	N/A	
	DAT	ГА	DRAI	7 17	EMS	5	
	Virus (Core (C, Mastert	olades,	Thund	ler Gloves	
	LO	CA	TION				
	Θ Dole	orous	Eternal K	aleidos			
١		14.87					
	0.100						

	STOCK	Species: Plant
LV 27 SIZE	L DD TYPE	Twinkle Grass
HP/SP/PP	2210/815/1640	
ELM. L	TOL. N/A	
DATA DRAI	N ITEMS	7/9
Virus Core C, Storm I	Bracer, Jester's Wand	
LOCATION		777
Θ Dolorous Eternal K	(aleidoscope*	The late
CURSE	D BLADES	Species: Knife

MUL	IAU	RDIAN	Species: Golem
Lv 28 Si	ZE M	DD TYPE	Kakasinger
HP/SP/PF	1170		
ELM. T	Т	⊃∟. N/A	
DATA DR	AIN IT	TEMS	
Virus Core B, Borr	-Ba-Ye, N	Master's Axe	
LOCATIO	7		
Λ Dolorous Evil-e	ed Wido		
	and the same of	Oliver and the second s	

GOIL N	1E1	7 H	IR	Species: Idol	
LV 28 SIZE	M	DD	TYPE	Wiggle Snake	
HP/SP/PP	1170/	(ASSA			
ELM. T	ТС	L.	N/A		
DATA DRAIL	7 17	EMS	3		
Virus Core B, Master's	Axe, S	Shikiso	kuzeiku		
LOCATION				and a	
⊖ Dolorous Confused	Waver	naster'			
	of the Land				
HELL H	40	UN	D	Species: Hound	
LV 29 SIZE	М	DD	TYPE	Little Doggie	

Dolorous	s Eternal Ka	aleidos		14.	(W)		
					Cor		Velle
			WHEEL ST.	ADE		ecies:	Kulle
_v 28	SIZE	S	DD	TYPE	Limp Knife		
HP/SF	P/PP	330/2	85/188		1		
ELM.	N/A	DL.	N/A		-		
DATA	DRAIN	7 17	EMS	3		, Ka	
irus Core	A, Sleipnir,	Millio	n\$ Spe	ar			LS
OCA	TION					8	0
Chosen I	Hopeless N	othing		K			
TE	TRA	A	RM	OR	Species:		or(M)

	RE	D S	CIS	351	DRS	Species:	Crustacean
	L∨ 29	SIZE	M	DE	TYPE	Monkey Crab	
	HP/SP	/PP	1210	/585/89	90		
į	ELM.	٧	Т	DL.	N/A		
	DATA	DRAI	7 17	EMS	5	410	
	Virus Core E	3, Axe Bor	nber, E	lectric	Guard		
2	LOCA	FIO7					
100	Λ Dolorous	Evil-eyed	Widov	٧			
ŕ							
		The same					



LOCATION

PHOENIX QUEEN LV 30 SIZE M DD TYPE Pippy

HP/SP/PP 1250/605/920 ELM. L TOL. L DATA DRAIN ITEMS

Virus Core B, Devil's Axe, Dark History (Rod) LOCATION

A Dolorous Evil-eyed Widow



ADDITIONAL

LV 30 SIZE M DD TYPE Moai HP/SP/PP 1250/605/920 ELM. E TOL. E

DATA DRAIN ITEMS Devil's Axe, Phoenix's Wing (Sword) LOCATION

A Dolorous Evil-eyed Widow





LV 31 SIZE S DD TYPE Bat HP/SP/PP 350/315/206D D ELM. Virus TOL. Core D, DATA DRAIN ITEMS

Shirogane, Bat Earrings

LOCATION

A Dolorous Fantasy Agua Field*



LV 32 SIZE \$ DD TYPE Flamer 360/165/106 HP/SP/PP T ELM. Virus TOL. Core D, DATA DRAIN ITEMS Demon Cloak, Spiral Wand LOCATION A Collapsed Pagan Remains



LV 32 SIZE S DD TYPE Pippy HP/SP/PP 360/325/212 ELM. L TOL. L DATA DRAIN ITEMS Virus Core D, Gloves of Dark, Handyman's Axe

LOCATION A Collapsed Pagan Remains

SMILEY RAY

LY 32 SIZE L DD TYPE MINNOW

HP/SP/PP 2610/325/1940 ELM. W TOL. W DATA DRAIN ITEMS Virus Core F, Patriot, Darkness Hood

LOCATION

A Collapsed Pagan Remains

LV 32 SIZE M DD TYPE Little Doggie HP/SP/PP 1330/325/980

ELM. F TOL. F DATA DRAIN ITEMS Virus Core E, Darkness Hood, Copper Lance

LOCATION A Nameless Seeker's Prairie



BONE ARMY

LV 32 SIZE S DD TYPE Death Head HP/SP/PP 370/325/212

ELM. D TOL. D DATA DRAIN ITEMS Virus Core D. Steel Spear, Ninia Anklet

LOCATION A Collapsed Pagan Remains



Species: Magic-User (M)

LV 33 SIZE S DD TYPE Long Lived HP/SP/PP 370/170/175

ELM. W TOL. W DATA DRAIN ITEMS Virus Core D, Spiral Wand, Bat Earrings

LOCATION A Collapsed Pagan Remains



METAL ERASER

LV 33 SIZE M DD TYPE Kakasinger HP/SP/PP 1370/335/1010

ELM. E TOL. E DATA DRAIN ITEMS Virus Core E, Full Swing, Ebony Armor

LOCATION △ Resurrecting Confused Judgment



GREEN WYRM

LV 34 SIZE L DD TYPE Dragon Puppy HP/SP/PP 2770/345/2060 ELM. L TOL. L

DATA DRAIN ITEMS Virus Core F, Horse-Killer, Bone Armor LOCATION

△ Resurrecting Confused Judgment

LV 34 SIZE M DD TYPE Twinkle Grass HP/SP/PP 1410/685/1040 ELM. L TOL. NA DATA DRAIN ITEMS

Virus Core E. Jet Bracer, Benkei's Guard LOCATION

△ Resurrecting Confused Judgment



SPECTER

LV 34 SIZE M DD TYPE Odoro

HP/SP/PP 1410/685/1040 ELM. D TOL. D DATA DRAIN ITEMS

Virus Core E. Silver Rod, Demon Cloak LOCATION

A Collapsed Pagan Remains



LV 35 SIZE M DD TYPE Bat 1450/355/1070

HP/SP/PP F ELM. F TOL. Virus Core DATA DRAIN ITEMS

E, Yosetu & Fuyou, Gold Necklace LOCATION

△ Resurrecting Confused Judgment



IRONBALL MANIA

LV 35 SIZE L DD TYPE Gremlin

HP/SP/PP 3550/355/2820 ELM. E TOL. E

Virus Core F. Yosetu & Fuyou, Gloves of Dark LOCATION

DATA DRAIN ITEMS A Merciless Grieving Furnace



LV 35 SIZE M DD TYPE Limp Knife

HP/SP/PP 1450/355/1070 ELM. N/A TOL. N/A DATA DRAIN ITEMS Virus Core E, TranquiLance, Siegfried

LOCATION A Quiet Oblivious Cabbage



LV 36 SIZE S DD TYPE Porolin

HP/SP/PP 400/365/236 ELM. L TOL. L DATA DRAIN ITEMS Virus Core D, Kris Armor, Lake & Sea

LOCATION A Merciless Grieving Furnace



STAR FISH

LV 36 SIZE S DD TYPE Minnow

HP/SP/PP 410/365/236 TOL. W ELM. W DATA DRAIN ITEMS

Virus Core D. Heaven & Earth, Golden Turban LOCATION

A Shapeless Haunted Holy Ground



LV 36 SIZE M DD TYPE Death Head

HP/SP/PP 1490/545/1100 ELM. D TOL. D

Virus Core E, River Spear, Greave Sticker LOCATION

A Stalking Silent Footstep



VOODOO GOBLIN Species: Goblin

HP/SP/PP 410/375/232

ELM. F TOL. F DATA DRAIN ITEMS

LOCATION A Merciless Grieving Furnace





DATA DRAIN ITEMS

LV 37 SIZE S DD TYPE Gremlin

Virus Core D, Bouncer Gloves, Slayers

Species: Earth

CHARACTERS WALKTHROUGH SIDE QUEST MUMMY SCISSORS Species: Warrior (F) STATUE MENHIR KILLER BOX LV 38 SIZE S DD TYPE Porolin LV 38 SIZE M DD TYPE Wiggle Snake LV 37 SIZE S DD TYPE Fake Money HP/SP/PP 1530/745/1130 HP/SP/PP 420/385/248 HP/SP/PP 1570/765/1160 ELM. N/A TOL. N/A ELM. L TOL. L ELM. T TOL. T DATA DRAIN ITEMS DATA DRAIN ITEMS DATA DRAIN ITEMS Virus Core D, Protect Ring, Hands of Ronin Virus Core D. Kris Armor, Fire & Sky Virus Core E, Vitality Axe, Hands of Ronin LOCATION LOCATION LOCATION A Shapeless Haunted Holy Ground A Bottomless Hopeless Footstep A Bottomless Hopeless Footstep Species: Snake PUMPKIN KING Species: Ghost DROCH KING SNAKOID LV 38 SIZE S DD TYPE Dragon Puppy LV 39 SIZE M DD TYPE Odoro LV 39 SIZE L DD TYPE Charmer HP/SP/PP 1610/785/1190 HP/SP/PP 430/385/248 HP/SP/PP 3170/1175/2350 ELM. F TOL. F ELM. E TOL. E ELM. D TOL. D DATA DRAIN ITEMS DATA DRAIN ITEMS DATA DRAIN ITEMS Virus Core F, Deluxe Boots, Greave Sticker Virus Core E, Flaming Rod, Saint Cross Virus Core D, Linen Cuirass, Stonecrusher LOCATION LOCATION LOCATION A Stalking Silent Footstep A Bottomless Hopeless Footstep A Lightless Distant Dead Lands SAND HILL SCORPIOID LV 40 SIZE \$ DD TYPE Razine LV 40 SIZE L DD TYPE Moai LV 40 SIZE L DD TYPE Monkey Crab HP/SP/PP 3250/405/2420 HP/SP/PP 3250/405/2420 HP/SP/PP 640/405/420 ELM. W TOL. NA ELM. E TOL. E ELM. T TOL. NA DATA DRAIN ITEMS DATA DRAIN ITEMS DATA DRAIN ITEMS Virus Core D. Tsumuii, Golden Helm Virus Core F. Spiked Guard, Able Gloves Virus Core F. Spiked Guard, Sinner's Axe LOCATION LOCATION LOCATION A Bitter Hot-blooded Sand Tran A Nameless Seeker's Prairie A Shapeless Haunted Holy Ground LAMIA ASSASSIN Species: Snake STARVING OGRE Species: Goblin LV 42 SIZE M DD TYPE Gremlin LV 41 SIZE \$ DD TYPE Flamer LV 41 SIZE S DD TYPE Charmer HP/SP/PP 460/415/266 HP/SP/PP 1730/425/1280 HP/SP/PP 450/210/133 ELM. E TOL. MA ELM. L TOL. L ELM. E TOL. NA DATA DRAIN ITEMS DATA DRAIN ITEMS DATA DRAIN ITEMS Virus Core D. Blood Suit, Bolt Rod Virus Core D, Ivory Greaves, Rare Greaves Virus Core E. Able Gloves, Mikazuchi LOCATION LOCATION LOCATION A Bitter Hot-blooded Sand Trap A Collapsed Eternal Holy Ground* A Dazzling Sage's Arctic MOONLIGHTER LV 42 SIZE M DD TYPE Little Doggie LV 42 SIZE M DD TYPE Wiggly HP/SP/PP 1730/635/1280 HP/SP/PP 470/220/225 HP/SP/PP 1730/425/1280 ELM. NA TOL. NA ELM. T TOL. T ELM. F TOL. F DATA DRAIN ITEMS DATA DRAIN ITEMS DATA DRAIN ITEMS Virus Core D, War Headband, Nerd Staff Virus Core E, Blitz Spear, Infantry Cap Virus Core E. Powered Boots, Karin LOCATION LOCATION LOCATION A Stalking Silent Footstep A Dazzling Sage's Arctic A Blooming Promised Walkway



	FRANKEN	Species: Undead	TEMPLE KNIGHT	Species: Warrior (F)	BIG EYES
	LV 43 SIZE M DD TYPE	Death Head	LV 44 SIZE M DD TYPE	Porolin	LV 44 SIZE L DD TY
	HP/SP/PP 1770/650/1310	\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \	HP/SP/PP 1810/445/1340		HP/SP/PP 3570/445/2660
	ELM. D TOL. D	B	ELM. W TOL. MA		ELM. W TOL. W
	DATA DRAIN ITEMS		DATA DRAIN ITEMS		DATA DRAIN ITEMS
Š	Virus Core E, Ivory Greaves, Knight Glaive		Virus Core E, 6 Side Blade, Masamune Armor		Virus Core F, 7 Star Sword, Infantry Cap
	LOCATION		LOCATION		LOCATION
	Λ Dazzling Sage's Arctic		Λ Blooming Promised Walkway		Λ Dazzling Sage's Arctic
96,	The state of the s		The second secon		
	DALAIGON	Species: Lizard	DARK HORSE	Species: Warrior (M)	INFERNO



LOCATION

A Pulsating Worst Core

ELM. T



5633		and the same	Name and		1		
3 F	·НI	NX	м	EN	-IIR	Species: Idol	
V	46	SIZE	M	DD	TYPE	Wiggle Snake	
	Per le	RANGE PROPERTY.	4000	100FH 4	10		

HP/SP/PP 1890/925/1400

DATA DRAIN ITEMS Virus Core E, New Scythe, Cursed Hands LOCATION

TOL. I A Scattering Fossil's Milestone

HEADHUNT LORD LV 46 SIZE M DD TYPE Death Head HP/SP/PP 1890/695/1400



MATERIAL PROPERTY.	-	monmen	-	DETAILDRANGED	TOTAL DELIVERY OF THE PARTY OF
MAC	WI-	ГС	н	SI	pecies: Magic-User (F)
L∨ 47	SIZE	S	DD	TYPE	Flamer
HP/SF	P/PP	980/2	40/151		10
ELM.	E	т	DL.	E	
DATA	DRAIN	7 IT	PE		
Virus Core	D, Treasure	Wan	d, SWC)RD	

LV 47 SIZE M DD TYPE Bat HP/SP/PP 1930/475/1430 TOL. F ELM. F DATA DRAIN ITEMS Virus Core E, Atatsuki, Imp Earrings LOCATION A Scattering Fossil's Milestone

SQUIDBOD



Species: Demon

ANCIENT Species: Magic-User (M) LV 48 SIZE M DD TYPE Long Lived HP/SP/PP 1480/245/730 ELM. W TOL. MA DATA DRAIN ITEMS Virus Core E. Witch's Wand, Imp Earrings LOCATION A Lightless Sacred Remains

	C. ICEDS				
HARPY	Qι		Species:	Bird	
LV 48 SIZ	E M	DD TYPE	Pippy	mon dies	and the
HP/SP/PP	1970	/485/1460			
ELM. L	To	or. [
DATA DRA	ון או	rems			
Virus Core E, Great	Elite, Jis	shuwen		IX	1
LOCATION	7			3 A	
A Pulsating Worst	Core			1	







	uae.	CUI	-EIVI	Species. dulen
└ ✓ 50	SIZE		TYPE	Kakasinger
HP/SP	/PP 5	050/505/40)20	
ELM. E	Oliv	TOL.	PA	
DATA [DRAIN	ITEMS		
/irus Core F,	Quake Axe	Laevatein	n	N S
LOCAT	107			
A Pulsating \	Worst Core			





10010101001100100100

Standard Monsters from . Hack Vol.3 and Vol.4

The following monsters appear in both .Hack Vol.3 and Vol.4. Since you are likely to run into both groups as you play through .Hack Vol.4, you'll find all of the information you could ever want about each enemy below.

L	2 Continuing Continuing									_	_		-		-	-	_
Name and Address of the Owner, where	NAPYLON											Spec	ies	s: A	lien		
ł	LV	52	Siz	ZE	М	D	>	TY	PI	E	■ Astro Prince						
ı	HP/SP/PP 2130/1045/1580									E	LM	۱.	L	т	OL	. L	
I	M/B RES 16.6/53 P/M A								۵	TK	3	3.7/11	.4				
1	P/M DEF 86/93 P/M								м	A	cc	59.2	80				
L	P/N	1 E	VD	15.	7/82			E	5	5.2		w	20.8		F	20.8	3
	WD	26		т	20.8		D	20.8			/		A				1
	SKI	LLS	Ola	Rept	th					1			0				
	DAT	A [DRA	111	ITI	EM	s					6					
١	Virus Core H, Enja, Jasper Haubeck									S							
L	LOCATION													7			
12	Σ Attracting Fated Ebb and Flow									/	_	6				/	

	Co	Species: Golem													
	∟∨ 54	⋿ Kakasinger													
	HP/SP/PP 4370/545/3260									1.	T	т	OL.	T	
	M/B RE	es 1	17.2/	100		F	//	1	ATK	: 5	1.1/27	.5			(Ball
	P/M DEF 133/49.1 P/M									20	61.4/	82			163
í	P/M E	VD	16.	3/5.5			E	21	.6	w	21.6		F	21.6	3
	WD 21.6		Т	32	_ C)	5.4		1		2				1
	SKILLS	Ap (Corv									10	-		
The second	DATA [DRA	17	ITE	EME						0				
	Virus Core I, Earth Beast, Axe of Mobs									-			-		
	LOCATION									1	7	F	,		
	Σ Cracked Wor	/	1	#			1	/							

	SLED DOG KING Species: Hound
	LV 55 SIZE M DD TYPE Little Doggie
9	HP/SP/PP 2250/555/1670 ELM. F TOL. F
	M/B RES 17.5/100 P/M ATK 35.5/22.5
10.00	P/M DEF 105.5/66.5 P/M ACC 62.5/72.5
	P/M EVD 16.6/5.6 E 22 W 0 F 55
	WD 22 T 22 D 22
1	SKILLS RAVAK Don, BIVAK Rom
1	DATA DRAIN ITEMS
1	Virus Core H, Treebeam Spear, Eagle Hood
1	LOCATION
1	Σ Dolorous Promised Clavicle
	DATA DRAIN ITEMS Virus Core H, Treebeam Spear, Eagle Hood LOCATION

HOLY NIGHT Species: Warrior (F)
	1000
((0000/ECE/1700	
HP/SP/PP 2290/565/1700 ELM. L TOL.	MA
M/B RES 6.6/40.2 P/M ATK 36.1/6.1	
P/M DEF 117.2/67.7 P/M ACC 86/45.8	
P/M EVD 16.9/5.7 E 0 W 22.4 F 22	.4
WD 28 T 22.4 D 22.4	1
SKILLS NA	
DATA DRAIN ITEMS	
Virus Core H, Tenkafuubu, Water Beast	No.
LOCATION	
Σ Dolorous Promised Clavicle	1

	N	11A	.51	40	V	٧٧	V	ER	2	S	peci	es:	Inse	ct
	LV	51	SIZ	E	M	DD	, -	TYPE	≡ Wig	gly				
	HP/	SP	PP	209	90/770	/1550			ELN	1.	W	T	DL.	W
	M/E	RE	100/2	26.5	ATK	: 2	28/16.8							
	P/N	4 D	EF	47.	9/10.7	M A	cc	78.5/	42.8					
	P/M EVD 126.9/15.4								0.4	w	26		F 5	.1
	WD	20.4		т	20.4)	20.4	1			HAVE	_	1
	SKI	LLS	Duk	Lei										
300	DAT	TA [DRA	17	ITE	EME	3			1	17	7		
	Virus Co	ore H, R	ock 'n	Roll,	Stone S			1	7					
hoods	LO					الله الله								
COL	Σ Chatti	ng Snai	ring Tw	ins						_				
	MANAGER	NACO GROOM	CONTRACT	*******	-	THE REAL PROPERTY.					1000		149,195.	

FOREST HSIEN																		
LV 53 SIZE S DD TYPE										Live	ed							
HP/	SP/	PP	57	0/270	/275			E	LM		L	т	OL.	L				
M/E	3 RE	es :	27.5	/6.3	r g	F	/M	A	ΤK	5	.8/22.2	2						
P/N	u D	EF	69	.9/78.6	6		P/I	м	Ac	c	43.4/	65.6	3					
P/N	4 E	VD	26	.6/30.	9		E ()		w	21.2		F	21.2				
WD	26		т	21.2		>	21.2		7						1			
SKI	LLS	Me	Juk I	Kruz, [Dek Do			4				1			Res			
DAT	TA C	DRA	VIV.	IT	EMS	3				•								
Virus Core G, Dragon Crest, Firedrake Bone									9									
LO																		
Σ Chatti	ing Snai	ring Tw	rins		1	1			35			/						
-	100	1 4		200	404	100	or land			1	0.172			DL (iii	1913			

HYDR	OSAUF		S	peci	es:	Liz	ard				
LV 54 SIZ	EL DD		TYPE	YPE Dragon Puppy							
HP/SP/PP	4370/545/3260			ELM		W	TOL. W				
M/B RES	55/55	/M	ATK	4	5.7/11	.8		143/86.9			
P/M DEF		P/M ACC 83/83									
P/M EVD	16.3/16.3	€ 2	1.6	w	54		F	5.4			
WD 21.6	⊤ 21.6 □)	21.6								
SKILLS Mef	Rue Zot					1		6			
DATA DRA	IN ITEMS			•	6	3		-	•		
Virus Core I, Forest Sv		1		H							
LOCATION	7			-		3					
Σ Dolorous Promised	Clavicle										

	GAIA	TUF	ecies	E	arth I	Elem	ent	tal			
	Lv 55 Si	zel	≡ Moai								
	HP/SP/PF	4450/600	ELM	۱.	E	TO		PA			
	M/B RES	56/56	ATK 35.5/17								
	P/M DEF	M ACC 84.5/45									
	P/M EVD	7.7	w	22	F	2	22				
	WD 5.5	₸ 22	_)	22				_		1
	SKILLS Ya	thkins Rf						1			
	DATA DR	AIN ITE	EMS					1/2	The state of	١	
1	Virus Core I, Axe of M				V.	3					
	LOCATIO		6	2	41						
1	Σ Cracked Worst Mile	estone	1	•	G.						

F-100-7-1-2-1-1-1			of the Carlo Control			-	-	-	_		and the contract of	
^L	ı{ G	/&)	<1=1	7			S	pecie	s:	Gole	m	
∟ ∨ 5	i6 sı	ze M	DD	т	YPE	■ Nega Guardian						
HP/S	SP/PF	20728	565/170	0		ELM	۱.	Е	т	DL.	MA	
м/в	RES	100/100		P	/M	ATK	4	7.3/39	.7			
P/M	DEF	127/50	.9		P/N	M A		63.6/	85			
P/M	EVD	16.9/2	3.1		E 2	8.2	w	22.4		F 2	2.4	
WD	5.6	₸ 22.	4 🗆	2	2.4	1						
SKILI	Ls Or	Gan Rom	, OrGan Z	Zot				N. S.	0	#		
DATA				Z.	1	1						
Frost Haub		1										
LOC	ATIO	7		N.								
Σ Unusual	Ghostly R	emnant							1			
			THE RESERVE OF THE PERSON NAMED IN									

EART	н Маі	DEN	J Spe	ecies: M	lagic-	Jsei
LV 52 S12	ZE S DD	TYF	E Flame	er		
HP/SP/PP	1080/265/322		ELM	. Е	TOL	. E
M/B RES	47.8/6.2	P/M	ATK	5.7/21.8	}	
P/M DEF	88/93	P/	M AC	cc 16.6/	95.6	
P/M EVD	26.1/30.6	E	26	w 20.8	F	20.8
wb 0	⊤ 20.8	20.8			1	
SKILLS GiG	an Don, Dek Do				for	
DATA DRA	AIN ITEMS	3		7		7
Virus Core G, Firedrak	ce Bone, Tribal Robe	is .		54		
LOCATION	7				10	
Σ Chatting Snaring Tw	vins					
	SAMPLE CONTRACTOR	SCHOOLS .	ACCUSATION NAMED IN	National States		

EDITED SORONE SERVICE STREET, CONTROL OF STREET, CO	SOCIONA	CHILDRE	-	-	OCCUPANTAL .	ALC: NAME OF	-	
SKULL HER	0			Sp	ecies	s: U	Inde	ead
LV 53 SIZE S DD	Y TY	PE	Deatl	1 Hea	ad	de la		
HP/SP/PP 580/535/338			ELM		D	T	DL.	MA
M/B RES 16.9/100	P/I	м	ATK	3	4.3/29	153		
P/M DEF 112.1/27.5	P	/~	1 4	cc	86.8/	44.4		
P/M EVD 16/16	E	42	2.4	w	42.4		F	42.4
WD 42.4 T 0	53.2)			7			
SKILLS Rip Maen					1		A	
DATA DRAIN ITEMS	3					10		
Virus Core G, Blazing Spear, Stone Greave	es		-		6			
LOCATION					*	7		
Σ Cracked Worst Milestone			1					
			Mile Co.	12018	Marie:	Line:	STATE OF	Which

DEAD	LY F	PRES	3E1	ŊΤ	Speci	es: Mii	mic
Lv 54 Si	ZE S	DD -	TYPE	≡ Fake N	Money		
HP/SP/PF	2210/10	85/1640		ELM.	N/A	TOL.	PA
M/B RES	100/100	F	/M	ATK	29.5/5.	9	Open
P/M DEF	192/28		P/N	4 AC	c 61.4	/44.2	
P/M EVD	16.3/5.4		E 5	4	w 54	F	54
wD 54	⊤ 54	D	54				
SKILLS Ra	nki Lei						
DATA DR	AIN IT	EMS					
Virus Core G, Rock G	Guard, Gaia H	lands	AN				
LOCATIO	7		1		•	D h	5 :
Σ Cracked Worst Mil	estone						

		033	THE REAL PLANS		1000	COLUMN TO A STREET	see.	Laboration I	Red Stell
DARK	STAL	K	ER		S	peci	es:	Gho	ost
LV 55 SIZ	E M DD	, ,	TYPE	= Odor	0			See 1	
HP/SP/PP	2250/1105/167	0		ELM	1.	D	т	OL.	PA
M/B RES 3	34/67	P	/M	ATK	: 3	5.5/23			
P/M DEF	180/65		P/N	A A		62.5/	68		
P/M EVD	99/32.5	2	w	22		F	22		
WD 22	T 0 □	27.7	1						
SKILLS BIAR	ni Don				1				
DATA DRA	IN ITEMS				-		1	m	
Virus Core H, Rod of G	Gales, Tribal Robes					1			
LOCATION	7				1				
Σ Soaring Sky Madnes	ss Compass				4			-	
THE RESERVE OF THE PERSON NAMED IN				Market Co.	1	STATE OF THE PARTY OF	15/11/11	La District	SELECTION SHOW

The State of	.,	maano	33 0	Ullipass		-				_				
s	AN	1=	Н	1/			S	pe	ecies	: E	arth I	Eler	nen	ital
_~	56	Sız	E	L	DE)	TYF	PE	Sano	l Hill				
HP/	SP/	PP	20	728/56	55/338	30		1	ELM	1.	Ε	Т	DL.	Ε
м/в	RE	s (57/1	00		F	P/N	1	ATK	: 4	7.3/34	.1		
=/ ~	1 0	EF	14	7/50.9	1 A	cc	86/48	5.8						
-/ ~	1 E	VD	16	.9/5.7	28	3	w	22.4		F	22.4			
WD	5.6		т	22.4		>	22.4					-CA		
3KIL	LS	OrG	an Z	Zot										
DAT	A [DR/	II	1 17	EMS	3					-	4		/
īrus Co	re I, Ice	e Leg N	∕ail,	Vortex A			Č.	10	V	F .,	P			
-00	AT	101	7						J	-1				
Unusu	al Ghos	stly Re	mnai	nt							1			
	S S S S S S S S S S S S S S S S S S S	SAN V 56 HP/SP/ M/B RE P/M D P/M E WD 5.6 SKILLS DATA E rius Core I, locati	SAN= V 56 SIZ HP/SP/PP M/B RES 5 P/M DEF P/M EVD WD 5.6 SKILLS 000 DATA DRA TISS CORE, Ice Leg N	SAN=H V 56 SIZE HP/SP/PP 20 M/B RES 57/1 P/M DEF 14 P/M EVD 16 WD 5.6 T SKILLS OrGAN 2 DATA DRAIN rus Core I, loe Leg Mail, LOCATION	SAN=HI/ - V 56 SIZE L - P/SP/PP 20728/56 M/B RES 57/100 - P/M DEF 147/50.9 - P/M EVD 16.9/5.7 WD 5.6 T 22.4 - SKILLS OFGAN ZOTA - DRAIN ITT FINS CORE Loc Leg Mail, Vortex Areas	-V 56 SIZE L DEHP/SP/PP 20728/565/336 M/B RES 57/100 P/M DEF 147/50.9 P/M EVD 16.9/5.7 WD 5.6 T 22.4 [BKILLS O'GAN ZOT DATA DRAIN ITEMS ITUS COTE I, Ice Leg Mail, Vortex Axe	SAN=HI/ - V 56 SIZE L DD	SAN=HI/ S -V 56 SIZE L DD TYF -P/SP/PP 20728/565/3380 M/B RES 57/100 P/M P/M DEF 147/50.9 P/ P/M EVD 16.9/5.7 E WD 5.6 T 22.4 D 22.4 SKILLS OrGan Zot DATA DRAIN ITEMS rus Core I, Ice Leg Mail, Vortex Ave	SAN=HI/ SPONS	SAN=HI/ Species V 56 SIZE L DD TYPE SANCHER M/B RES 57/100 P/M ATK P/M DEF 147/50.9 P/M ATK P/M EVD 16.9/5.7 E 28 WD 5.6 T 22.4 D 22.4 SKILLS O'GAN ZOT DATA DRAIN ITEMS Trus Core I, Ice Leg Mail, Vortex Ave	SAN=HI/ Species: Ed. - V 56 SIZE L DD TYPE Sand Hill - P/SP/PP 20728/565/3380 ELM. M/B RES 57/100 P/M ATK 4 - P/M DEF 147/50.9 P/M ACC - P/M EVD 16.9/5.7 E 28 W WD 5.6 T 22.4 D 22.4 - SKILLS O'GAN ZOT - DATA DRAIN ITEMS Trus Core I, Ice Leg Mail, Vortex Ave - DCATION	SAN=HI/ Species: Earth -	SAN=HI/ Species: Earth Elemann	SAN=HI/ Species: Earth Element -

LV 56 SIZE L DD TYPE MINNOW HP/SP/PP 4530/565/3380 ELM. W TOL. W M/B RES P/M DE P/M EV WD 22.4 SKILLS DATA D Virus Core I, Ice T LOCATIO Σ Soaring Sky Ma

	4000/000/00	00			ELIV		VV	10		AA
s i	17.8/57	F	P/N	1 /	ATK		36.1/34	.1	a ve	
F	97.2/67.7	18.04	P	M	A		63.6/	45.8	ASI	
D	16.9/5.7		E	22.	4	w	28	F	- 0	BI.
	₸ 22.4	D	22.4		1			A		
Mel	Rue Zot, Suvi I	Lei					1			
RA	IN ITEN	15				600		1		
Tiger	Hood, Tenkafuu	bu		SAB1			SKI		4	
01	7						1			
adne	ss Compass				/			1	1	
0,000	AND DESCRIPTION OF THE PERSON NAMED IN COLUMN	10000	THE STREET				THE REAL PROPERTY.	CHITCH .		200

SPARK MAIDE	≥ ~ Species: Magic-User
LV 58 SIZE S DD T	YPE Flamer
HP/SP/PP 1200/295/358	ELM. T TOL. T
M/B RES 53.2/6.8 P	/M ATK 6.3/24.2
P/M DEF 97/102	P/M ACC 18.4/106.4
P/M EVD 29.1/32.4	E 23.2 W 23.2 F 23.2
w□ 23.2 T 29 □ 0	
SKILLS GiRai Rom, Mumyn Lei	
DATA DRAIN ITEMS	
Virus Core G, Apocalypse Rod, Flowing Robes	
LOCATION	
Σ Dying Grieving Battlefield	

Mos I	NAPYL	DИ		Spec	ies: Alien							
LV 58 SIZ	ZE M DD	TYP	■ Astro P	rince	Mark Street							
HP/SP/PP	2370/1165/1760	-000	ELM.	D	TOL. D							
M/B RES	18.4/59	P/M	ATK	43.1/12	.6							
P/M DEF 99/102 P/M ACC 65.8/89												
P/M EVD 17.5/88												
WD 23.2	⊤ 5.8 □	29		1								
SKILLS Ola	Repth			ED								
DATA DRA	AIN ITEMS			13								
Virus Core H, Ankokus	shiki, Frost Hauberk											
LOCATION	7											
Σ Dying Windmill's Ne	eigh			8								

		1000	20551215				_	-	_		_	_	
ÅÑI	ED	۸.	-}						S	peci		Liza	rd
└ ∨ 60	SIZ	ZE	L	DE	, -	TYF	PE	Red 1	Wyrr	n		30	
HP/SP	/PP	20	780/60	05/362	0.0		To the second	ELM	1.	N/A	T	DL.	N/A
M/B R	ES	100/	100	4.1	F	·/~	1	ATK	5	0.5/13	be	1	32/160
P/M C	DEF	92	/80	7		P	~	1 4	20	18.1/	18.1		
P/M E	CVD	24		HIE.		E	24		w	24		F	24
WD 24		т	24	D Vak									
SKILLS	s Kru	Z							1				
DATA	DRA	×11×	ı IT	EMS	3						4		
Go-In-Circles,	Dispelle	er, Wa	ater Bea	ast						1	W	-	
LOCA		7								11	1		
Σ Ancient Des	trover's	Battl	efield						4		,		-

EVIL	HORN		Spe	ecies:	Ma	gic-	Us		M)
Lv 60 Siz	E M DD		TYPE	≡ Long	Live	d		10	
HP/SP/PP	1840/305/910		H	ELM		L	т	OL.	MA
M/B RES 5	55/7	F	/M	ATK	6	5/37	N. H	14	
P/M DEF	110/105		P/N	4 A	cc	49/92	2		
P/M EVD	30.1/33	0	E 2	4	w	24		F	30
WD 24	т 24 с)	RaJuk						
SKILLS Zot,	Ranki Lei				1	Alex	S.	0.	
DATA DRA	IN ITEMS	3			•	-	7	P.	•
Virus Core H, Fox C	Crest, Tenami		1918			1		F	*
LOCATION	7							F	
Σ Quiet Grieving Gr	rasslands*								

							-					210.00		CONTRACTOR OF THE PARTY OF THE	
W	/AT	CH	ΗE	ER						Sp	ecie	s: E)em	on	Total Section
LV	57	SIZ	E	L	D	>	TYP	E	Bat						
HP/	SP/	/PP	46	10/57	5/344	0		E	ELM	1.	F	To	oL.	MA	
M/E	3 RE	ES	67/6	7	A I	F	P/M	,	ATK		86.7/46	.6	MAN I	February	
P/N	u D	EF	11	8.9/60	0.6	м	A	==	76.1/	87.5					
P/N	4 E	VD	17	.2/27.	1	22.	.8	w	5.7		F	34.4			
WD	22.8	3	т	22.8		D	22.8		1			_	-		7
SKI	LLS	GiV	ak D	on, M	liu Lei			1		H	1			1	
DAT	TA [DRA	111	ı IT	EM	s			7	7		E			
Virus C	ore I, A	nkokus	hiki,	Fox Cre	est					3	.				7
LO	CAT	101	7							1	TO SERVICE SER	*			
Σ Dying	Windn	nill's N	eigh						1						1
	· Commercial	more				AL P			N. DP	of Contra	-	-			Ī

STATE STATE	F	101	u =	= C	30	æ	м				Species: Golem							
	LV	58	Siz	ZE	L	D	D	7	ΓΥF	PE	House Golem							
	HP/	SP/	PP	20	754/58	35/4	660		1	1	ELM	ı.	E	т	OL.		MA	
	M/E	RE	ES	18.4	/100			P	//~	1 .	ATK	3	7.3/29	1.5				
	P/N	1 D	EF	13	1/70.1			'M	A	==	65.8	88	Na.					
	P/N	1 E	VD	17	.5/5.9	97	35	18.03	w	23.2		F	23	3.2				
	WD	5.8		т	23.2	P	D		23.2		/			h	h		1	
	SKI	LLS	Ord	Gan [Oon					90			1					
	DAT	TA [DR/	AIN	I IT	EN	15									K		
	Water B	least, Al	lien Ax	e, So	rrow	ik.						H				7		
	LO	CAT	101	7								*						
	Σ Noisy	Sacred	Ringi	ng Ea	rs	10						N.	4					

NEGA GUARI	DIAN Species: Golem
LV 59 SIZE M DD	TYPE Kakasinger
HP/SP/PP 2410/595/1790	ELM. E TOL. MA
M/B RES 18.7/100 F	P/M ATK 35.9/41.8
P/M DEF 133/53.6	P/M ACC 66.9/89.5
P/M EVD 17.8/29.6	E 29.7 w 23.6 F 23.6
w □ 5.9 T 23.6 □	23.6
SKILLS GiGan Don, GiGan Zot	
DATA DRAIN ITEMS	
Virus Core H, Water Beast, Artisan Axe	3
LOCATION	
Σ Blooming Law's Ridgeline*	

GR=GO&!										Species: Lizard						
LV	60	Sız	E	L	DD	, -	TYF	>E	Gran	gon						
HP/	SP/	'PP	20	780/60	05/362	0	.0		ELM	۱.	N/A	т	OL.		N/A	
M/E	RE	es 1	00/	100		F	/N	1	ATK	5	0.5/13					
P/N	1 D	EF	15	5/96.5	241		P	/ N	1 A	cc	92/92	2	i bei		al I	
P/M EVD 18.1/18.1								24		w	24		F	24	1	
WD	24		т	24		>	24									
SKII	LLS	Me	/ak	Kruz						1	1			4		
DAT	A [DRA	II	ı IT	EMS	3				*				9		
Virus Core I, Water Beast, Sea Greaves										1		L				
LOCATION												K	A	0		
Σ Ancient Destroyer's Battlefield									/							
	HP/M/EP/N P/N WD SKIII DAT Virus Co	HP/SP/M/B REP/M DP/M EWD 24 SKILLS DATA EVIRUS CORE, W	HP/SP/PP M/B RES P/M DEF P/M EVD WD 24 SKILLS Mel DATA DRA Virus Core I, Water Be	HP/SP/PP 20 M/B RES 100/ P/M DEF 15 P/M EVD 18 WD 24 T SKILLS MeVak DATA DRAIN Virus Core I, Water Beast, LOCATION	HP/SP/PP 20780/60 M/B RES 100/100 P/M DEF 155/96.5 P/M EVD 18.1/18. WD 24 T 24 SKILLS MeVak Kruz DATA DRAIN IT Virus Core I, Water Beast, Sea Gre	HP/SP/PP 20780/605/362 M/B RES 100/100 P/M DEF 155/96.5 P/M EVD 18.1/18.1 WD 24 T 24 E SKILLS MeVak Kruz DATA DRAIN ITEMS Virus Core I, Water Beast, Sea Greaves LOCATION	HP/SP/PP 20780/605/3620 HP/SP/PP 20780/605/3620	No	No	No Size DD Type Gran	No Size DD TYPE Grangon	N/A	HP/SP/PP 20780/605/3620 ELM. N/A T M/B RES 100/100 P/M ATK 50.5/13 P/M DEF 155/96.5 P/M ACC 92/92 P/M EVD 18.1/18.1 E 24 W 24 WD 24 T 24 D 24 SKILLS MeVak Kruz DATA DRAIN ITEMS Virus Core I, Water Beast, Sea Greaves LOCATION Water Beast, Sea Greaves LOCATION TYPE Grangon N/A T TYPE TYPE	HP/SP/PP 20780/605/3620 ELM. N/A TOL	HP/SP/PP 20780/605/3620 ELM. N/A TOL.	

MAGATUMKI	JR0	5	pecies	s: Unde	ead
LV 60 SIZE L DC	TYPE	= Death I	Head		
HP/SP/PP 4850/1805/362	20	ELM.	D	TOL.	D
M/B RES 19/100	P/M	ATK	38.5/38	.5	
P/M DEF 124/73	P/I	M AC	c 68/9	2	141
P/M EVD 18.1/18.1	E 3	16 V	N 36	F	36
WD 36 T 6	> 60		,	y .	1
SKILLS Ani Don			-		
DATA DRAIN ITEMS	3	(
Virus Core I, Sea Greaves, Dragnir					1
LOCATION				D Z	0
Λ Merciless Grieving Furnace					

GRAN	GON		Species: Lizard							
LV 57 SIZ	EL DD	Dragon Puppy								
HP/SP/PP	4610/575/3440		ELM.	E	TOL.	E				
M/B RES	58/58 F	/M /	ATK	48.1/12	.4					
P/M DEF	149/91.7	P/M	AC	87.5/	87.5	19				
P/M EVD	17.2/17.2	1	v 22.8	F	22.8					
wD 5.7	⊤ 22.8 ▷	22.8				1				
SKILLS OrG	an Zot			1	160	1				
DATA DRA	IN ITEMS		1							
Virus Core I, Executer,	, Frost Haubeck		45							
LOCATION	7		-	-						
Σ Soaring Sky Madnes	ss Compass		1		nesel es					

/c	oN.	8=		Species: Goblin											
LV	58	IronBall Mania													
HP/	SP/	PP	207	754/58	35/3	500			ELM	1.	Е	T	OL.	E	
M/E	RE	es '	100/	100		F	P/N	1	ATK	: 4	8.9/6,3	3	i je		
P/N	1 0	EF	100	0.6/70	.1		P	/N	1 A		89/47	7.4		i, ett	
P/N	1 E	VD	17.	5/5.9	81		E	55		w	52.2		F	52.2	
WD	5.8		т	52.2		D	52.2		1		H	1			1
SKII	LLS	N/A									1				
DAT	A [DRA	NIN	IT	EM	ıs						K	1		
Ocean Gloves, Ankokushiki, Exhaustion															4
LOCATION												N		-	
Σ Generous Bemused Virgin											-		1900		/
	HP/M/EP/N P/N WD SKII DAT	HP/SP/M/B REP/M D P/M E WD 5.8 SKILLS DATA [Ocean Gloves,	LV 58 SIZ HP/SP/PP M/B RES P/M DEF P/M EVD WD 5.8 SKILLS N/A DATA DRA Ocean Gloves, Ankoku	LV 58 SIZE HP/SP/PP 20 M/B RES 100/ P/M DEF 10 P/M EVD 17. WD 5.8 T SKILLS N/A DATA DRAIN Ocean Gloves, Ankokushik LOCATION	LV 58 SIZE L HP/SP/PP 20754/50 M/B RES 100/100 P/M DEF 100.670 P/M EVD 17.5/5.9 WD 5.8 T 52.2 SKILLS N/A DATA DRAIN IT: Ocen Gloves, Ankokushiki, Exhaul	HP/SP/PP 20754/585/3 M/B RES 100/100 P/M DEF 100.670.1 P/M EVD 17.5/5.9 WD 5.8 T 52.2 SKILLS N/A DATA DRAIN ITEM Ocean Gloves, Ankokushiki, Exhaustion	HP/SP/PP 20754/585/3500 M/B RES 100/100 F P/M DEF 100.670.1 P/M EVD 17.5/5.9 WD 5.8 T 52.2 D SKILLS N/A DATA DRAIN ITEMS Ocean Gloves, Ankokushiki, Exhaustion	HP/SP/PP 20754/585/3500 M/B RES 100/100 P/N P/M DEF 100.670.1 P. P/M EVD 17.5/5.9 E WD 5.8 T 52.2 D 52.2 SKILLS N/A DATA DRAIN ITEMS Ocean Gloves, Ankokushiki, Exhaustion	NA DCATION LOCATION LOCAT	LV 58 SIZE L DD TYPE ITONE HP/SP/PP 20754/585/3500 ELM M/B RES 100/100 P/M ATK P/M DEF 100.670.1 P/M ATK P/M EVD 17.5/5.9 E 55 WD 5.8 T 52.2 D 52.2 SKILLS WA DATA DRAIN ITEMS Ocean Gloves, Ankokushiki, Exhaustion LDCATION	LV 58 SIZE L DD TYPE ronBall N HP/SP/PP 20754/585/3500	DD TYPE IONBAIL MANIA HP/SP/PP 20754/585/3500 ELM. E E E E E E E E E	LV 58 SIZE L DD TYPE ronBall Mania HP/SP/PP 20754/585/3500 ELM. E T M/B RES 100/100 P/M ATK 48.9/6.3 P/M DEF 100.6/70.1 P/M ACC 89/47.4 P/M EVD 17.5/5.9 E 55 W 52.2 WD 5.8 T 52.2 D 52.2 SKILLS N/A DATA DRAIN ITEMS Ocean Gloves, Ankokushiki, Exhaustion LOCATION DD TYPE ronBall Mania ELM. ELM.	DD TYPE	P

TIME VISITOR	Species: Alien
LV 59 SIZE M DD	TYPE Astro Prince
HP/SP/PP 2410/1185/1790	ELM. W TOL. W
M/B RES 18.7/60 F	P/M ATK 43.8/30.5
P/M DEF 116.4/103.5	P/M ACC 66.9/90.5
P/M EVD 17.8/89	E 23.6 W 29 F 5.9
wd 23.6 T 23.6 D	23.6
SKILLS OrRue Rom	
DATA DRAIN ITEMS	
Virus Core H, Professional, Frost Hauberk	
LOCATION	
Σ Dying Grieving Battlefield	

Column
M/B RES 31/73 P/M ATK 44.5/13 P/M DEF 112/105 P/M ACC 68/92
P/M DEF 112/105 P/M ACC 68/92
THE PARTY OF THE P
P/M EVD 18.1/150 E 24 W 24 F 24
WD 24 T 30 D 6
SKILLS MeRai Rom
DATA DRAIN ITEMS
Virus Core I, Specter Blades, Frost Hauberk
LOCATION
Σ Quiet Grieving Grasslands*

Ur	UNDEAD VOODOO Species: Undead														
L~ 6	1	Sız	E	M	DD	, -	ΓΥF	PE	Death	Hea	ad				
HP/SP/PP 2490/920/1850 ELM. D TOL. D															
M/B RES 19.3/100 P/M ATK 39.1/33															
P/M DEF 125.7/74.2 P/M ACC 111.8/50.8															
P/M EVD 18.4/18.4 E 48.8 W 48.8 F 48.8															
WD 4	48.8		т	0		>	61		1				D.		
SKILL	LS	Suvi	Lei	in							Y				
DATA		RA	7	ITI	EMS	3					19		W.	-	
Virus Core	Virus Core H, Lava Greaves, Erling's Spear									n	5		-	1	4
LOC	LOCATION											1	10-1	A	
Σ Noisy Sa	E Noisy Sacred Ringing Ears												11	1	/
ALCOHOL: N	400 - 40		U	J5 10 1	100			-	20 10 10						_



		5 July	1 20							
BEE C	TAMMO	NDC		Species: Insect						
LV 62 SIZ	EL DD	≅ Wiggly	1							
HP/SP/PP	5010/935/3740	Die	ELM.	N/A	TOL. N/A					
M/B RES	100/32	ATK	39.7/20	.1						
P/M DEF	61.6/37.7	1 AC	c 95/51	1.6						
P/M EVD	141.6/18.7	4.8	w 24.8	F 24.8						
WD 24.8	⊤ 24.8 ▷	24.8		*						
SKILLS DUK	k Lei		*	*	100					
DATA DRA	AIN ITEMS		70	*	1 10					
Virus Core I, Destroye	er, Blaze Solleret	3	1							
LOCATION	7		4 4	2 1						
Σ Noisy Sacred Ringii	ng Ears									

G	GLYGON										Species: Lizard						
LV 64 SIZE L DD TYPE										Dragon Puppy							
HP/	HP/SP/PP 5170/645/3860									١.	F	Т	OL.	F			
M/E	M/B RES 65/65 P/M A									A⊤K 53.7/13.8							
P/N	P/M DEF 163/102.9 P/M										98/98	3	164				
P/M EVD 19.3/19.3 E 6.4								4	w	25.6	37	F	25.6				
WD	wD 64 ▼ 25.6 D 25.6								1		,				1		
SKI	LLS	Orm	Juk	Kruz							Air		6	-			
DAT	ra [DRA	117	ITI	EMS	3				3			*				
Virus C	ore I, B	laze Ha	uberk,	Aveng	ger						4						
LO	LOCATION											-					
Σ Barki	Σ Barking Hot-blooded 500 Lohan														/		
U	U.	1.1	U		W	1	11	1	9 1	1				W			

NIGHTMARE										υþ	00103		vari				
LV	65	Sız	M	PE	Razir	ne											
HP/	SP/	PP	265	0/65	5/1970) D			ELM	.m. N/A TOL. 7.5/4							
м/в	RE	s e	6.5			F	P/N	1 ,	ATK	. 4	1.5/33	.5					
P/N	1 0	EF	122	2.5/78	.5		P	M	A		99.5/	99.5	5				
P/N	1 E	VD	19.	6/6.6			E	26		w	26		F	26			
WD	26		Т	0	ı	>	33		/	4				1			
SKIL	LS	BiA	ni Do	n						8		-	~				
DAT	A [DR4	112	IT	EMS	3				1							
Virus Co	re H, F	ire Dra	gon,	Shin			22/1	diff									
LOCATION											1	7	1				
Σ Fleeting Fallow Chaos									7	>		,	}				
	HP/M/BP/WD SKIL	HP/SP/ M/B RE P/M D P/M E WD 26 SKILLS DATA [Virus Core H, F	LV 65 SIZ HP/SP/PP M/B RES (P/M DEF P/M EVD WD 26 SKILLS BİA Virus Core H, Fire Dra	LV 65 SIZE HP/SP/PP 265 M/B RES 6.5 P/M DEF 122 P/M EVD 19. WD 26 T SKILLS BİANİ DO DATA DRAIN Virus Core H, Fire Dragon,	HP/SP/PP 2650/655 M/B RES 6.5 P/M DEF 122.578 P/M EVD 19.6/6.6 WD 26 T 0 SKILLS BIANI DON DATA DRAIN IT Virus Core H, Fire Dragon, Shin	LV 65 SIZE M DE HP/SP/PP 2650/655/1970 M/B RES 6.5 P/M DEF 122.5/78.5 P/M EVD 19.6/6.6 WD 26 T 0 I SKILLS BIANI DON DATA DRAIN ITEMS Virus Core H, Fire Dragon, Shin	LV 65 SIZE M DD	LV 65 SIZE M DD TYF HP/SP/PP 2650/655/1970 D M/B RES 6.5 P/M M/B RES 6.5 P/M P/M DEF 122.578.5 P/M P/M EVD 19.6/6.6 E WD 26 T 0 D 33 SKILLS BİANİ DON DATA DRAIN İTEMS Virus Core H, Fire Dragon, Shin LDCATION	LV 65 SIZE M DD TYPE HP/SP/PP 2650/655/1970 D M/B RES 6.5 P/M M/B RES 6	LV 65 SIZE M DD TYPE Razir HP/SP/PP 2650/655/1970 D ELM M/B RES 6.5 P/M ATK P/M DEF 122.5/78.5 P/M AG P/M EVD 19.6/6.6 E 26 WD 26 T 0 D 33 SKILLS BİANİ DON DATA DRAIN İTEMS Virus Core H, Fire Dragon, Shin LDCATION	LV 65 SIZE M DD TYPE RAZINE HP/SP/PP 2650/655/1970 D ELM. M/B RES 6.5 P/M ATK 4 P/M DEF 122.5/78.5 P/M ACC P/M EVD 19.6/6.6 E 26 W WD 26 T 0 D 33 SKILLS BİANİ DON DATA DRAIN İTEMS Virus Core H, Fire Dragon, Shin LDCATION	LV 65 SIZE M DD TYPE Razine HP/SP/PP 2650/655/1970 D BLM. N/A M/B RES 6.5 P/M ATK 41.5/33 P/M DEF 122.57/8.5 P/M ACC 99.5/ P/M EVD 19.6/6.6 E 26 W 26 WD 26 T 0 D 33 SKILLS BİANİ DON DATA DRAIN ITEMS Virus Core H, Fire Dragon, Shin LOCATION	DD TYPE Razine	DD TYPE Razine			

	HE{	DH	-IU&	Çî		Spe	ecies	: Und							
	L∨ 66	Sız	EM	DE	> -	TYPE	≡ Head	Headhunter							
	HP/SP	/PP	20858/6	ELM		D	TOL	N/A							
	M/B RE	ES 1	100/100	ATK	5	5.3/35	.5								
-	P/M D	EF	134.2/8	MAG	1 ACC 74.6/54.8										
	P/M E	VD	19.9/19	10	w	40	F	40							
	wp 40		⊤ 40		40		-		_	1					
	SKILLS	Me	Ani Zot					1	V						
	DATA I	DRA	IN IT	EM	5										
	Oaken Greaves	, Kokor	ro, Damaso	us Spea	ar					Total Marie					
	LOCAT		7				34								
	Σ Entwined Pr	ejudice	d Chaos												
	-					0.1114.55434.55	The second second								

HACKIN			HAR	A C	т	ER	s\	WALK
Species: Insect		SPIN F	PIGUE	RE			Specie	s: Golem
Wiggly		LV 62 SIZ	EL D	D -	TYPE	Kakasi	nger	
CLM. W TOL. W		HP/SP/PP	5010/625/37	40	.0	ELM.	T	TOL. T
33/19.8		M/B RES 1	19.6/100	F	/M	ATK	58.3/31.	5
ACC 93.5/50.8		P/M DEF	149/56.3	M AC	c 70.2/	94		
4 w 31 F 6.1		P/M EVD	18.7/6.3		E 2	4.8	w 24.8	F 24.8
A MA		WD 24.8	⊤ 37	D	6.2		8	
		SKILLS AP	Corv					PA
		DATA DRA	IN ITEN	15				
	U	Virus Core I, Fairy Axe	e, Fire Beast			> W		
Fig. 1		LOCATION	7					
		Σ Generous Bemused	Virgin		#			
BY BRUBBURG		UUIU	WII	V	V			

W 10	7.0	101	101	18			0.500		and the				
D	AF	K (3111			Ma	agic-	Us		M)			
LV	63	SIZE	S	DD		TYF	PE	Long	Live	d			
HP/S	SP/	PP 67	70/320/	325	D		E	ELM		D	т	OL.	32.5/
м/в	RE	s 7.3		ATK	6	.8/26.	2						
P/M	0	EF 82	2.9/90.6	A		51.4	77.6	3					
P/M	E	VD 3	1.6/33.9)		E	25.	2	w	25.2		F	25.2
WD	25.2	т	0		>	31		/					
SKIL	LS	BiAni [Oon, De	k Do						-	1		
DAT	A [DRAIL	7 17			•	1	É					
Virus Co	re G, V	Volf Crest,	Cosmic				Y	76		A Comment			
LOC	TAS	700					6		7				
Σ Noisy	Sacred	Ringing E	ars		1	-		The last of the la					

DEJECTE	Species: Alien	
LV 64 SIZE M	DD TYPE A	stro Prince
HP/SP/PP 2610/128	35/1940 EL	_M. F TOL. F
M/B RES 20.2/65	⊤	
P/M DEF 124.4/11	ACC 72.4/98	
P/M EVD 19.3/94	€ 25.6	w 6.4 F 32
wD 25.6 ▼ 25.6	D 25.6	
SKILLS RaVak Don, R	ip Maen	
DATA DRAIN IT	EMS	
Virus Core H, Blaze Hauberk, Shin		
LOCATION		3
Σ Fleeting Fallow Chaos		

ORG NAP	ORG NAPYLON												
LV 65 SIZE M	DD T	YPE	: Astro Prince										
HP/SP/PP 2650/130	5/1970	() E	ELM.	F	TOL.	F							
M/B RES 20.5/66	P	/M A	ATK	48/14									
P/M DEF 119.5/11	AC	c 73.5/	99.5										
P/M EVD 19.6/95													
wp 26 T 26	D 2	6		1	a								
SKILLS Ola Repth		175		0									
DATA DRAIN IT	EMS			B									
Virus Core H, Shin, Spirit Hauberk													
LOCATION				7									
Σ Fleeting Fallow Chaos			1	-									

HP/SP/PP 2730/675/2030	HAND OF C	300	Spec	Species: Warrior (F)									
M/B RES 7.7/47.9 P/M ATK 42.7/7.2 P/M DEF 135.9/80.9 P/M ACC 102.5/54.6 P/M EVD 20.2/6.8 E 0 W 26.8 F 26.8 WD 33 T 26.8 D 26.8 SKILLS N/A DATA DRAIN ITEMS	LV 67 SIZE M DE	O ,TYPI	■ Porolin	Porolin									
P/M DEF 135.9/80.9 P/M ACC 102.5/54.6 P/M EVD 20.2/6.8 E 0 W 26.8 F 26.8 WD 33 T 26.8 D 26.8 SKILLS N/A DATA DRAIN ITEMS	HP/SP/PP 2730/675/203	0	ELM.	L	TOL.	MA							
P/M EVD 20.2/6.8 E 0 W 26.8 F 26.8 WD 33 T 26.8 D 26.8 SKILLS N/A DATA DRAIN ITEMS	M/B RES 7.7/47.9	P/M	ATK	42.7/7.2									
WD 33 T 26.8 D 26.8 SKILLS N/A DATA DRAIN ITEMS	P/M DEF 135.9/80.9	10010,0010											
SKILLS WA	P/M EVD 20.2/6.8) \	w 26.8	F	26.8								
DATA DRAIN ITEMS	WD 33 T 26.8	D 26.8											
	SKILLS WA	13/19			No.								
	DATA DRAIN ITEM	s	_			>							
Virus Core H, Tree Beast, Last Tess	Virus Core H, Tree Beast, Last Tess	Virus Core H, Tree Beast, Last Tess											
LOCATION	LOCATION		7	7									
Σ Entwined Prejudiced Chaos	Σ Entwined Prejudiced Chaos			-									

He{DHU&ÇîER Species: Undead	
LV 62 SIZE M DD TYPE Headhunter	
HP/SP/PP 20806/625/2530 ELM. D TOL.	N/A
M/B RES 100/100 P/M ATK 52.1/33.5	
P/M DEF 127.4/75.4 P/M ACC 70.2/51.6	
P/M EVD 18.7/18.7 E 24 W 24 F 24	
WD 24 T 24 D 24	
SKILLS Ani Zot	
DATA DRAIN ITEMS	
Virus Core H, Demon Spear, Lava Greaves	
LOCATION	
Σ Greedy Gambler's Drift	1

EART	н	MAN		S	pecie		Gol	em					
L∨ 63 :	Sız	EL	Kaka	sing	er		ia i						
HP/SP/F	PP	6350/63	ELM	1.	PA	т	OL.	19	9.9/				
M/B RE	s 1	00	ATK	: 4	0.3/32								
P/M DE	EF	36.5/76.	1 A		71.3/	95.5	5						
P/M E	/D	19/6.4	58		E	38		W	25.2		F	25.2	
WD 6.3		⊤ 25.2		>	25.2		/			d			1
SKILLS	OrG	an Rom, (Ol Rept	th					1	· ·			
DATA D	RA	IN IT	EMS	5				6	4				
Virus Core I, Fire	Beast	t, Dark God	's Axe									7	318
LOCATI	101	7			9	100	-						
Σ Fleeting Fallow	Chao	s		1				HERE!		1			

			188						
DE{TH	1 1\$ P	^_	&	т		Spec		: Ali	
LV 64 SIZ	EL D	D -	TYP	∈ Deat	h Im	plant			
HP/SP/PP	20832/645/3	860		ELM	1.	N/A	т	OL.	N/A
M/B RES	100/100	ATK	: 6	0.1/39	.4				
P/M DEF	168/111	M A	==	72.4/	98	ona			
P/M EVD	19.3/158		E	25.6	w	25.6		F	25.6
wD 25.6	⊤ 25.6	D	25.6			-			
SKILLS Lan	iceor Ch, Mum	ıyn Le	i		*				
DATA DRA	AIN ITEN	15			4				
Spirit Dragon, Hunting	g Guard, Stealth I			N.					
LOCATION	7			200					
Σ Tested Morphean A	Ichemy				4	-		~	

			203101				2142 700
SAND	Mou	77	ASp	ecies:	Earth I	Elemen	tal
LV 66 SIZ	EL D	D -	TYPI	≡ Moai			
HP/SP/PP	5330/665/39	80 E		ELM.	PA	TOL.	67/8
M/B RES	42.1/40.1	F	/M	ATK	167/53	.8	
P/M DEF	101/53.8		P/I	M AC	= 19.9	/6.7	
P/M EVD	33.2	6.4	w 26.4	F	6.6		
wD 26.4	₸ 26.4			. 10			
SKILLS Zot	, Rig Saem						
DATA DRA	AIN ITEN						
Virus Core I, Lumberj	ack, Oaken Leg N			10	-		
LOCATION	7			1 71			
Σ Fleeting Fallow Cha	OS .				/		

								-201		177.000	19196	Billion	F-1ste		VALUE OF
	A	CA	7	TH	-IA	Si	ΓE	R				Spe	ecie	s: Fi	sh
١	LV	67	Si	ZE	L	D	>	TYF	PE	≅ Mini	10W			10. 1	la d
	HP/	SP	PF	54	10/67	5/404	10			ELN	1.	W	T	OL.	W
	M/E	RE	ES	21.1	/68		F	9/ N	1	ATH	< 4	12.7/4	0.7	91	
l	P/N	4 D	EF	11	5.9/80	M A	cc	75.7	7/54.6	3					
1	P/N	1 E	VD	20	.2/6.8			E	2	6.8	w	33	e Se	F	0
	WD	26.8	}	т	26.8		D	26.8		1			.4		
	SKI	LLS	Ph	aRue	Zot, S	Suvi l	Lei					4			
	DA	TA [AIN	1 IT		8-	M		Zar A						
	Virus C	ore I, C	ear Ho	od, Se				THE REAL PROPERTY.	edu.						
	LO	CAT	-10	7				1	-						
	Σ Fleeti	ng Fallo	w Ch	aos						*					
1															



s	TA	RE	3								Sį	ecie	s: I	Dem	ion
LV	68	SIZ	E	L	D	D	Τ.	YF	E	Bat		MAS.			
HP/	SP	PP	549	90/685	5/41	00		10	1	ELM	1.	F	т	OL.	MA
M/E	RE	s 7	78/78	}		F	-/	/M		ATK		43.3/55	.4		158/69.4
P/N	10	EF	90.	4/104		16	F	-/	м	A	==	20.5/	30.4		MAL
P/N	1 E	2		w	41	41	F	27.2							
w□ 27.2 □ RaVak													_	>	
SKI	LLS	Don	, Mi	u Lei							1	4		4	1
DAT	A [DRA	NIN	ITI	EM	s					-				
N/A												A			
	LOCATION											-			
Σ Scre	Σ Screaming Wind Sand's Fate Castle										-				1
		portion.								102		The second		A CONTRACT	

GR=GO&!											Species: Lizard							
LV	68	Siz	ZE	L	DI	>	TY	P	Ξ	Glyg	on							
HP/	SP/	PP	20	884/68	35/41	00			E	ELM	1.	N/A	т	OL.	١	I/A		
м/в	RE	s	100/	100		F	- /1	И	4	ATK	5	6.9/14	.6		N			
P/N	1 0	EF	17	1/109.	3		P	11	M	A		104/1	104	200	4	18		
P/N	1 E	VD	20	.5/20.5	5		E	2	7.2	2	w	27.2		F	27.	2		
WD	27.2		Т	27.2		D	27.2	2		/						1		
SKIL	LS	Me	Vak I	Kruz				ø			1	*			P			
DAT	A [DRA	AIN	ITI	EM	s					*	NA						
Virus Co	re I, Tr	ee Bea	st, O	aken Gr	eaves			37			7							
LOCATION													-		,			
Σ Abrasi	ve Fals	e Trag	edy							/						/		

SKALL DE}IL	G\$	N S	pecies	s: Undead
LV 68 SIZE L DD	TYPE	Skull D	evilgon	18.19.31
HP/SP/PP 20884/685/4100		ELM.	D	TOL. N/A
M/B RES 100/100	P/M	ATK	56.9/36	i.5
P/M DEF 137.6/82.6	P/N	1 AC	= 76.8/	104
P/M EVD 20.5/20.5	€ 60	0 v	v 60	F 60
WD 60 T 60 D	60			
SKILLS WA			1	
DATA DRAIN ITEMS			74	
Shy Staff, Aquaspear, Oaken Leg Mail				30
LOCATION				3-8
Σ Tested Morphean Alchemy				

NAME OF TAXABLE PARTY OF TAXABLE PARTY OF TAXABLE PARTY.	the later of							-
LICH		Sp	ecies	Ma		Us		M)
LV 69 SIZE M C	oo .	TYP	≡ Long	Live	d			
HP/SP/PP 2110/350/1	1045		ELM	1.	D	Т	OL.	MA
M/B RES 63.1/7.9	F	P/M	ATK	: 7	.4/42.4	1		
P/M DEF 123.5/118.	5	P/I	M A		56.2/	105	.5	
P/M EVD 34.6/35.7		E	34	w	27.6		F	27.6
WD 0 T 27.6	D	27.6						
SKILLS MeRai Rom, Rai	nki Lei				dia.	W.		
DATA DRAIN ITE	MS			•	Ser.	-		
Virus Core H, Cygnus Rod, Phoenix's	s Fire				1		F	
LOCATION					F			
Σ Screaming Wind Sand's Fate Castle	е		7					1
		annikez.		0.535	Hean.			

STAR	VIKIN	10				Spec		: Al		1
LV 69 S12	ze L C	D -	TYP	E Astro) Pri	nce				
HP/SP/PP	5570/2075/	4160		ELM	1.	T	T	DL.		T
M/B RES	35.5/83.8	F	/M	ATK	: 5	0.8/42	.4			
P/M DEF	132.4/118.5	113	P/	M A		77.9/	105.	.5		
P/M EVD	20.8/168		E	27.6	w	27.6		F	27	.6
WD 27.6	⊤ 34	D	6.9			*****	~			
SKILLS Me	Rai Rom, Mui	myn Le	i			-				
DATA DRA	IN ITE	MS								
Virus Core I, Stream S	Sword, Five Star	3	in the		X	1/2	7			
LOCATION	7									
Λ Stalking Betrayed N	lothingness				4	-	7	~		

W*DSTO^	K	Species: Plant
LV 70 SIZE L	DD TYPE WOO	d Stock
HP/SP/PP 20910/70	15/4220 ELN	1. L TOL. N/A
M/B RES 100/100	P/M ATK	58.5/35.5
P/M DEF 141/84.5	P/M A	cc 79/57
P/M EVD 21.1/7.1	€ 0	w 28 F 28
WD 42.2 T 28	D 28	
SKILLS PhaJuk Rom		
DATA DRAIN ITE	EMS	788
Ion Guard, Storm Hauberk, Nil and	J Despair	
LOCATION	1	
Σ Screaming Wind Sand's Fate Ca	stle	

Virus Core K, Vajira, Storm Solleret

LOCATION Σ Graceful Tempting Fallen Angel

SKULL DEVIL	.GO	7	Species	s: Undead				
LV 70 SIZE L DD TYPE Death Head								
HP/SP/PP 5650/2105/4220		ELM.	D	TOL. D				
M/B RES 22/100	P/M	ATK	44.5/37	7.5				
P/M DEF 141/85	P/I	M AC	c 79/1	07				
P/M EVD 21.1/21.1	E	6	w 56	F 56				
wd 56 T 0 D	70							
SKILLS NA			1	92				
DATA DRAIN ITEMS			7	1120				
Virus Core I, Minerva, Tri Tips	anto			3				
LOCATION				3-1				
A Stalking Betrayed Nothingness								

AURORA FEATHER Species: Bird	JEALOUS COBRA Species: Snake
LV 71 SIZE L DD TYPE Pippy	LV 72 SIZE M DD TYPE Charmer
HP/SP/PP 5730/715/4280 ELM. L TOL. L	HP/SP/PP 2930/1445/2180 ELM. E TOL. E
M/B RES 36.5/64.9 P/M ATK 45.1/7.6	M/B RES 29.8/73 P/M ATK 45.7/29.8
P/M DEF 122.7/57.3 P/M ACC 108.5/107.5	P/M DEF 134.4/144.4 P/M ACC 81.2/59.6
P/M EVD 1727.2 E 7.1 W 28.4 F 28.4	P/M EVD 21.7/174 E 38 W 7.2 F 7.2
w □ 35	WD 0 T 7.2 D 7.2
SKILLS RAJUK ROM	SKILLS Miu Lei
DATA DRAIN ITEMS	DATA DRAIN ITEMS
Virus Core L, Vibrant Blade, Shield Gloves	Virus Core K, Ebony Greaves, Night Solleret
LOCATION	LOCATION
Σ Unmatched Worst Abyss	Σ Unmatched Worst Abyss

LV 71 SIZE S DD TYPE Flamer											
HP/SP/PP	1460/360/436		. 91	ELM		L	TOL	. L			
M/B RES 64.9/8.1 P/M ATK 7.6/29.4											
P/M DEF	116.5/121.5	P/N	1 40	c	22.3/	129.8					
P/M EVD	35.6/36.3	0	E 28	3.4	w	28.4	F	37			
WD 28.4	⊤ 28.4 □	> F	RaJuk				1				
SKILLS Zot,	Mumyn Lei Virus	Co	re J,			1	100				
DATA DRA	IN ITEMS	;					The same of	7			
Burning Brand, Thunde	er Robes			-		1					
LOCATION	7						10				
Σ Unmatched Worst A	byss										

Virus Core L, Vibrant Blade, Shield Gloves	
LOCATION	
Σ Unmatched Worst Abyss	The second secon
DEMON WYVE	Species: Insect
LV 73 SIZE M DD	TYPE Wiggly
HP/SP/PP 2970/1100/2210	ELM. W TOL. W
M/B RES 100/37.5	P/M ATK 39/23.4
P/M DEF 67.7/29.7	P/M ACC 111.5/60.4
P/M EVD 168.7/22	E 29.2 W 38 F 7.3
WD 29.2 T 29.2 D	29.2
SKILLS Duk Lei	
DATA DRAIN ITEMS	



			_	A STATE OF THE PARTY OF THE PAR					
M/B RES	30.2/100	F	/M	ATK	6	8.2/37			
P/M DEF		P/	M A		82.3/	110.5			
P/M EVD	22/7.4		E	29.2	w	29.2	29.2		
WD 29.2	⊤ 45	D	7.3			T			5
SKILLS AP	Corv					1	10		
DATA DR	AIN ITEN	15				0	. 1		
Virus Core L, Brute's	Axe, Thunder Bea	ast			Y				100
LOCATIO	7				1	-			
Σ Unmatched Worst	Abyss				4	*		*	
STREET, STREET, STREET, STREET, STREET, STREET, STREET, STREET, STREET, STREET, STREET, STREET, STREET, STREET,								Y	
ALUC	ARD				Sp	ecies	s: Den	non	
Lv 75 siz	ZE M D	D 7	TYP	≡ Bat					
HP/SP/PP	3050/755/22	70	000	ELM		F	TOL.	F	
M/B DEE	100/20 5				A	7 5/20	5		

HP/SP/PP 5890/735/4400 ELM. T TOL. T

LV 73 SIZE L DD TYPE Kakasinger

CONQUEROR		Species: Alien						
LV 74 SIZE M DD	= Astro) Prin	ice					
HP/SP/PP 3010/1485/2240	010	ELM	1.	D	T	OL.	D	
M/B RES 23.2/75 F								
P/M DEF 140.4/126	P/N	A A	==	83.4/1	113			
P/M EVD 22.3/104	E 2	29.6 w 2			Ħ	F	29.6	
wd 29.6 T 7.4 D	37					_		
SKILLS PhaAni Don, Rip Maen						4		
DATA DRAIN ITEMS			- 6		4			
Virus Core K, Saburo, Storm Hauberk	19				1	1		
LOCATION				1	1	7		
O Cruel Vindictive Scars				No. of the last of				



DARK	ASTE	R		>		Spec	ies: A	lie	n
LV 78 SIZE L DD TYPE Astro Prince									
HP/SP/PP	6290/2345/47	00	(18)	ELM		D	TOL		D
M/B RES	40/94,6	F	P/M	ATK	5	7,1/55	.6		200
P/M DEF	154.6/132		P/I	M A	c	87.8/	119		
P/M EVD	23.5/186		E	31.2 w 3			31.2 F 31.2		
WD 31.2	⊤ 7.8	D	40			-	-		
SKILLS Pha	Ani Zot, Mumyr	1 Lei				-			
DATA DRA	AIN ITEM	s			6		3		
Virus Core L, Dragon	and Tiger, Ebony H	laube	irk						
LOCATION	7								
O Collapsed Trader's I	Fort					~	12		

THE GUARDI	A	7			S	peci		Liza	rd
LV 80 SIZE L DD	Т	YP	E	The I	Brace	elet			
HP/SP/PP 9999/805/3000			E	ELM	۱.	N/A	Т	oL.	N/A
M/B RES 100/100	P	/M	4	ATK	7	4.5/25		(2)	
P/M DEF 195/128.5		P/	м	A		122/	122	(MA)	
P/M EVD 24.1/24.1	8	E	25.	5.6 W 25.6 F 25					5.6
WD 25.6 T 25.6 D	2	25.6		/			A.P.		
SKILLS Yarthkins Pha, Lanceor Pha, L	v 4	Gan & F	Rai						
DATA DRAIN ITEMS					4		Á		
The Sun Fang, Demon Mail, Noble Wine						*			
LOCATION									
O Splendid Emerald Nobleman				1					1
		1 1	K	0.00		8 8	1 2	8 2	0.00

	LICH	LORD		Sp	ecies:	IVI	agic-	-User	(IVI)
	LV 80 S	IZE M DD	, -	TYPI	≡ Long	Live	d	5.57	
5	HP/SP/P	P 2440/405/1210		- 10	ELM	1.	T	TOL	- MA
	M/B RES	73/9	F	P/M	ATK	8	.5/49	Her b	Nile
	P/M DEF	- 140/135	H	P/I	M A		65/1	22	
	P/M EVE		9	The same of	12	w	32	F	32
	WD 32	T 40 C	>	0					
	SKILLS L	anceor Ch, Ranki Lei				-	ST.	100	
	DATA DE	RAIN ITEMS	3			•	A.		-
	N/A						1	E	%
E	LOCATIO	200						-	
	Σ Breezing Sage's \	Walkway						teles:	
	The state of the s	The second secon		MY			residential.	and the second second	orarona a la la

	TI&E VIAITOS	Species: Alien							
	LV 84 SIZE M DD TYPE TIME VI	sitor							
	HP/SP/PP 21092/1685/2540 ELM.	N/A TOL. N/A							
	M/B RES 100/100 P/M ATK	78.1/51.4							
Ę	P/M DEF 156.4/141 P/M ACC	= 94.4/128							
	P/M EVD 25.3/114 E 33.6 V	∨ 33.6 F 33.6							
	WD 33.6								
d	SKILLS PhaAni Don								
	DATA DRAIN ITEMS								
	Diablo Blades, Able Lamellar, Banyuinryoko								
	LOCATION	A COL							
	Δ Reincarnated Purgatorial Altar								

RAINBOW TAI	L		Spe	cies: Bi	rd	
LV 76 SIZE L DD	Pippy		110			
HP/SP/PP 6130/765/4580 L	0) 6	ELM.	L	TOL.	39/69	
M/B RES A	P/M /	ATK	48.1/23	.3		
P/M DEF 131.2/61.3	P/M	AC	= 116/	115	4	
P/M EVD 182/7.7	€ 7.6	'	N 30.4	F 30.4		
WD 40 T 30.4 D	30.4					
SKILLS RaJuk Rom			-	64		
DATA DRAIN ITEMS			1	CAP.		
Virus Core L, Black Axe, Jet Greaves		2				
LOCATION		"		*		
O Cruel Vindictive Scars	10.00		may be	120mm		
VUIVUIIV	VI					

С	DEA.	гн	GL	Species: Demon								
LV	79 5	SIZE	L c	Bat			9	1				
HE	/SP/F	P 63	70/795/4	E	ELM		F	Т	DL.	MA		
M/	B RE	ATK	4	9.9/64	.2							
P/	M DE	F 18	P/	м	A	cc	104.	7/120	.5			
P/	M EV	D 23	.8/33.7		E	31.6	6	w	7.9	614	F	47.6
w	31.6		/				>					
SK	ILLS	PhaVak	Don, Mi	u Lei							F	
DA	TA D	RAIN	ITE	MS				N	-6			
Virus	Core L, Kiki	and Lala	, Raven Cr	est			X					
LC	CATI	0							1			
O Col	lapsed Trad	er's Fort				9	/	N	-			

PUMPKIN HEA	Species: Ghost
LV 80 SIZE M DD	TYPE Odoro
HP/SP/PP 3250/1605/2420	ELM. D TOL. PA
M/B RES 49/97 F	P/M ATK 34.5/17
P/M DEF 255/90	P/M ACC 90/98
P/M EVD 99/85	E 32 W 32 F 32
wD 32 T 0 D	40.2
SKILLS BIANI DON	
DATA DRAIN ITEMS	
Virus Core K, Dharma Wand, Magus Robes	DOLLER AND
LOCATION	MAN COM
O Collapsed Trader's Fort	

NEPTL	INE WE	DUS	A	Species	s: Snake
LV 81 SIZ	E M DD	TYPE	Charmer	ione i	Manager 1
HP/SP/PP	3290/1625/2450	E	LM.	E	TOL. E
M/B RES	33.4/82 ⊨	P/M A	TK	51.1/33.4	e also
P/M DEF	149.7/159.7	P/M	ACC	91,1/66	3.8
P/M EVD	24.4/192	E 41	W	8.1	F 8.1
WD ()	T 8.1 □	8.1			
SKILLS MIU	Lei			A STATE OF THE PARTY OF THE PAR	
DATA DRA	IN ITEMS		Ž.		
Virus Core K, Alert Gre	eaves, Guard Solleret	Indee		7	
LOCATION	7			4	West 1
Σ Nameless Pseudo S	ea of Sand			1	
The state of the s					

Н	Oι	J=	G	_s	kM		Species: Golem							
LV	84	Sız	E	in a	DD	TYI	P E	= Hous	e Go	lem		5		
HP/	SP			ELM	1.	E	T	DL.	MA					
M/B RES 100/100 P/M									5	2.9/42	.5	L Riv	SWEET I	
P/M DEF 183/101.3							P/M ACC 94.4/127							
P/M EVD 25.3/8.5							5	0	w 33.6 F 33.6					
WD	8.4		т ;	33.6	D	33.6					坳	1		
SKI	LLS	OrG	an D	on		119								
DAT	A [DRA	17	ITE	EMS								Ä	
Able Lar	nellar, i	Spirit L	ance,	Sin of H	lades				1		1			
LOC	CAT	101			*									
△ Reinc	arnated	Purga	torial /	Altar		24					1	4		
To the	of the same					15770	-	Name and Address of the Owner, where the Owner, where the Owner, where the Owner, where the Owner, where the Owner, where the Owner, where the Owner, where the Owner, where the Owner, where the Owner, where the Owner, where the Owner, where the Owner, where the Owner, where the Owner, where the Owner, where the Owner, where the Owner, where the Owner, which is the Owner, which is the Owner, where the Owner, which is the Ow		1			The state of the state of	

DARK STARFISH Spe	cies: Fish
LV 78 SIZE L DD TYPE Minnow	
HP/SP/PP 6290/785/4700 ELM. W	TOL. W
M/B RES 40/86.8 P/M ATK 49.3/47	.3
P/M DEF 134.6/94.1 P/M ACC 87.8/	63.4
P/M EVD 23.5/7.9 E 31.2 W 40	F 7.8
w□ 31.2 □ 31.2 □ 31.2	1
SKILLS PhaRue Zot, Suvi Lei	
DATA DRAIN ITEMS	
Virus Core L, Shichiyou, Night Ape Hood	
LOCATION	
O Cruel Vindictive Scars	

A:RC	A*c	FE/	š F	₹		Spe	cies:	Bird		
L∨ 80	SIZE	DD	, 7	ΓΥF	PE	Auro	ra Fe	ather	- 89	
HP/SP/	E	ELM	ı.	N/A	TOL	· N/A				
M/B RE	s 100/10	00	1 4	ATK	6	6.5/8.	5			
P/M DE	P	M	A	cc	122/	121				
P/M E		E	32	美郎	w	32	F	32		
WD 32	WD 32 T 32 D 32									
SKILLS	Krake Rf							-	A State	
DATA D	RAIN	ITEMS	3						e Live	C.
Shadow Guard, M	Miracle Axe,	Junk Sword				1				
LOCATI	07				1					
O Sickened Impr	isoned Falle	n Angel				/		7		

COMPRISE CONTROL Species: Goblin
HP/SP/PP 21040/805/12050 ELM. E TOL. N/A M/B RES 100/100 P/M ATK 66.5/8.5 P/M DEF 138/96.5 P/M ACC 122/65 P/M EVD 24.1/8.1 E 72 W 72 F 72
M/B RES 100/100 P/M ATK 66.5/8.5 P/M DEF 138/96.5 P/M ACC 122/65 P/M EVD 24.1/8.1 E 72 W 72 F 72
P/M DEF 138/96.5 P/M ACC 122/65 P/M EVD 24.1/8.1 E 72 W 72 F 72
P/M EVD 24.1/8.1 E 72 W 72 F 72
Manual Report Services Control of the Control of th
WD 72 T 72 D 72
SKILLS NA
DATA DRAIN ITEMS
Bladed Gloves, Kiki and Lala, Made in Heaven
LOCATION
O Sickened Imprisoned Fallen Angel

&OM <d g<="" th=""><th>-</th><th colspan="7">Species: Golem</th></d>	-	Species: Golem						
LV 84 SIZE L	DD TYPE CO	Comad Goo						
HP/SP/PP 21092/8	45/5060 ELI	M. TOL. T						
M/B RES 100/100	P/M AT	69.7/42.5						
P/M DEF 183/76.1	P/M A	CC 94.4/127						
P/M EVD 25.3/8.5	€ 33.6	₩ 33.6 F 33.6						
w□ 33.6 T 50	D 8.4	4						
SKILLS MeRai Rom		DE TON						
DATA DRAIN IT	EMS	唐王 帝						
Gaia's Axe, Ragaraja Mail, Hell's H	lerald							
LOCATION		7 7						
Δ Reincarnated Purgatorial Altar		* 1						

2 11011100	orrowriates i arguieriar i mar													_	
G	OE	3 1	1,	AC	НІІ	7	E			S	pecie	es:	Got	olin	
LV 85 SIZE \$ DD TYPE									Gren	nlin			BT II		
HP/SP/PP 1740/855/1285							-		ELM	1.	E	т	OL.	E	
M/B RES 26.5/86 P/M A									ATK		53.5/9		F 88	14-5	
P/M DEF 146.5/102.5							P	/ N	1 A	==	95.5	/69	160		
P/M EVD 25.6/8.6					H	E	25	,	W	8.5		F	8.5		
WD	0		т	8.5		0	8.5		/		-	4			1
SKIL	LS	N/A													
DAT	A [DRA	N	I IT	EMS	3					AS	4	A		
Virus Co	Virus Core J, Suigetsu, Divine Gloves											7	1		
LOCATION										*	4				
O Muted	Starvi	ng Dry	Sea						1	1				7	/
															9600

TOL. D

F 68



ADDITIONAL

۱		P.	ΑZ	UZ	ZU						Sp	ecies	:: L	Jnc
		LV	85	Sız	EL	D	٠ .	TYF	PE	Deat	h He	ad		
		HP/	SP	PP	6850/25	555/51	20			ELM	1.	D	T	oL
		M/B	RE	es 2	26.5/100	in t	F	P/N	1 .	ATK		53.5/45		
	\geq	P/N	1 0	EF	166.5/1	03		P	/ /	A		95.5/	129	.5
		P/N	1 E	VD	25.6/25	.6		E	68	114	w	68		F
		WD	68		⊤ 0		D	85		1				
		SKII	LLS	N/A				050						
		DAT	A [DRA	דו אוג	EM	s					19		
		Virus Co	ore L, R	ivergod	d Spear, Al	ert Grea	ives				1			
		LOC	CAT	101	7							1 9	4	
		O Drear	ning M	oonlit G	Gravestone					1		7	A	A
	Tetronica Tetronica									77	office.	********		
ı		Service Service												

BLUE WYF		Specie	s: Lizard	
LV 85 SIZE L	Dragon	Рирру		
HP/SP/PP 6850/85	5/5120 E	ELM.	W	TOL. W
M/B RES 86/86	P/M	ATK	53.5/18	
P/M DEF 192/153.	5 P/M	ACC	129.5	112.5
P/M EVD 25.6/25.	6 E 34	W	40	F 8.5
w□ 34 ⊤ 34	D 34			
SKILLS MeRai Rom			0.	
DATA DRAIN IT	EMS		No.	
Virus Core L, Guardian Blade, Lin	en Cuirass	21.		
LOCATION		17		
O Rotting Countless Sacrifice				
		and the second		The second second

VLITE	AMAST		Speci	es: Snake						
Lv 86 Si	ZE M DD	Charme	er	29 SALES						
HP/SP/PF	3490/1725/2600		ELM.	E	TOL. E					
M/B RES	35.4/87 F	P/M /	ATK	54.1/35	.4					
P/M DEF	158.2/168.2	P/M	AC	= 96.6/	70.8					
P/M EVE	> 25.9/202	E 43	V	v 8.6	F 8.6					
wD 0	⊤ 8.6 □	8.6								
SKILLS M	iu Lei			110	B					
DATA DR	AIN ITEMS		1	6 16						
Virus Core K, Greave	es of Awe, Magus Sollere		7	1						
LOCATIO	7			165						
O Rotting Countless	Sacrifice									

DARK LORD Species: Magic-User (M)											
LV 87 SIZE M DD TYPE Long Lived											
HP/SP/PF	2650/440/	1315	D	eri P	ELM		MA	TC	ıL.	79.3/	
M/B RES	9.7		P/	м	ATK	9	.2/53.2	2			
P/M DEF	150.5/145	.5	F	//	1 4	00	70.6/	132.5			
P/M EVD	43.6/41.1	18.74	E	3	4.8	w	34.8		F 3	34.8	
wD 34.8	⊤ 0		45								
SKILLS W	ryneck Ch, R	enki L	.ei		118	4	an-	1	7		
DATA DR	AIN ITE	EMS				•	1		-		
Virus Core K, Master	Asia, Angel C	hain		á			1				
LOCATIO				j							
O Hidden Darkside H											

CERBERUS	Species: Hound
LV 88 SIZE L DD	TYPE Little Doggie
HP/SP/PP 7090/885/5300	ELM. F TOL. F
M/B RES 45/100	P/M ATK 55.3/44.5
P/M DEF 151.6/106.1	P/M ACC 98.8/115.4
P/M EVD 26.5/8.9	E 35.2 W 0 F 80
w□ 35.2 ⊤ 35.2 □	35.2
SKILLS Repth	
DATA DRAIN ITEMS	
Virus Core L, Spirit Lance, Fallen Pope	
LOCATION	and the same of th
O Splendid Emerald Nobleman	

PANDORA'S E	Species: Mimic
LV 89 SIZE \$ DD	TYPE Fake Money
HP/SP/PP 3610/1785/2690	ELM. NA TOL. PA
M/B RES 100/100 F	P/M ATK 47/9.4
P/M DEF 297/45.5	P/M ACC 99.9/72.2
P/M EVD 26.8/8.9	E 89 W 89 F 89
wd 89 T 89 D	89
SKILLS Renki Lei	
DATA DRAIN ITEMS	
Virus Core J, Demon's Hands, Uber Guard	
LOCATION	
Δ Reincarnated Purgatorial Altar	
△ Reincarnated Purgatorial Altar	

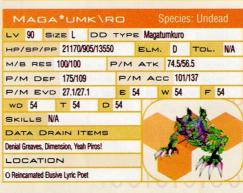
HELL SLICER Species: Crustacean											
LV 89 SIZE M DD TYPE Monkey Crab											
HP/SP/PP	3610/895/2690	ELM.	W	TOL. PA							
M/B RES	125.7/45.5	P/M	ATK	55.9/27.	2						
P/M DEF	193/80.6	P/N	1 AC	c 135.5	772.2						
P/M EVD	26.8/9	E 35	5.6	w 44.7	F 9.1						
w□ 35.6	⊤ 35.6 □	35.6									
SKILLS Mel	Rue Zot										
DATA DRA	AIN ITEMS			1	24						
Virus Core K, Alien Le	g Mail, Angel Helm	100		1							
LOCATION	7										
O Seeding Quicksilver	r Twins*										
CONTRACTOR OF THE PARTY OF THE	THE RESERVE OF THE PERSON NAMED IN										

S=AR \$AT&F	Species: Fish
LV 90 SIZE L DD	TYPE Star Eater
HP/SP/PP 21170/905/5420	ELM. W TOL. NA
M/B RES 100/100 F	P/M ATK 74.5/54.5
P/M DEF 155/108.5	P/M ACC 101/73
P/M EVD 27.1/9.1	E 40 W 40 F 40
wd 40 T 40 D	40
SKILLS PhaRue Zot, Suvi Lei	
DATA DRAIN ITEMS	No. of the last of
Virus Core L, Eternity, Valhalberd	
LOCATION	
Δ Reincarnated Purgatorial Altar	

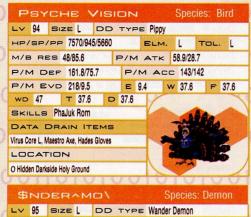
GR=C		S	peci		Liza						
Lv 90 Si	LV 90 SIZE L DD TYPE										
HP/SP/PF	21170/9	05/542	0		E	ELM		N/A	Т	OL.	N/A
M/B RES	100/100		P	//~	1 /	ATK	7	4.5/19			
P/M DEF	215/144	.5		P	M	A		137/	137		
P/M EVE	27.1/27.	1		E	36		w	36		F	36
w⊳ 36	⊤ 36		o (36	32	/					
SKILLS M	eVak Kruz			iri	100			K		4	5
DATA DR	AIN IT	EMS	3				×				
Greaves of Awe, Rag	garaja Mail, C	haos Sv	ord/			-		6			
LOCATIO			-	K	-						
Δ Reincarnated Purgatorial Altar											

OMINOUS SKULL Species: Undead											
LV 90 SIZE L DD TYPE Death Head											
HP/SP/PP 7250/2705/5420 ELM. D TOL. N/A											
M/B RES 28/100	M/B RES 28/100 P/M ATK 56.5/56.5										
P/M DEF 175/109		P/1	M AC	c 10°	1/137						
P/M EVD 27.1/27.1		E	i4	w 54		F	54				
WD 54 T 9 C	> !	90				D.					
SKILLS Ani Don	dr	19									
DATA DRAIN ITEMS	6			1		2					
Virus Core L, Plasma Lance, Greaves of A	lwe			7 Am		Cal.	*				
LOCATION				000							
O Seeding Quicksilver Twins*											
							Y				

\$NDERAM		Specie	s: Demon	
LV 90 SIZE L	⊳∈ Wand	er Demon		
HP/SP/PP 22570/90	5/13550	ELM	. F	TOL. NA
M/B RES 100/100	P/I	ATK	74.5/46	
P/M DEF 185/123	P	/M AC	c 119/	137
P/M EVD 27.1/37	3 €	36	w 36	F 36
wd 36 T 36	D 0rV	ak		
SKILLS ROM			The same	
DATA DRAIN ITE	EMS			
Virus Core L, Raian, Fallen Pope		1		
LOCATION			7	
OReincarnated Elusive Lyric Poet	1			







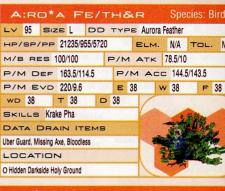
	\$	NE	E	٦,	^M	o,	\			Species: Demon					
ř	LV 95 SIZE L DD TYF HP/SP/PP 22710/955/5720					TYF	YPE Wander Demon								
							ELM	ı.	F	T	DL.	N/A			
	M/B RES 100/100 P/M								1 /	ATK 78.5/48.5					
To the last	PIN	10	EF	19	3.5/12	9		P	/M	A	cc	125.	5/14	4.5	
	PIN	1 E	VD	28	.6/38.	5		E	38		w	38	TH.	F	38
i	WD	38		т	38		D	38		/					
	SKI	LLS	OrV	ak F	Rom			10.3			1	SIL	1		
	DAT	TA [DR4	11	ı IT	EM	s				6		1		
	Benevolence, Tiger King, Golden Crown									1	1	7		1	
100000	LOCATION											1	B	4	A
	O Hidden Darkside Holy Ground									/	4				7





W W 1 W		365 2	22.4			
SAN=	HI7	Spe	cies: E	arth E	lementa	
LV 95 S12	ZE L DD	TYPE	Sandhill	0.0	a 14	
HP/SP/PP	21235/955/5720	- 11/2 E	ELM.	Ε	TOL.	
M/B RES	96/100 F	P/M A	ATK	8.5/57.	5	
P/M DEF	225/86	P/M	ACC	144.5/	77	
P/M EVD	28.6/9.6	E 47	w	38	F 38	
WD 9.5	T 38 D	38			-04	1
SKILLS OF	Gan Zot					
DATA DRA	AIN ITEMS			-4		
Virus Core L, Angel A	xe, Spiked Guard				of t	
LOCATION	7					
O Hidden Darkside Ho	oly Ground		1			/
						-

ASTRO KING									Species: Demon						
LV	98	Sız	ZE	L	D	> -	TYP	E	Bat		SIFF	· U			
HP/SP/PP 7890/985/5900)	123	E	ELM.		F	т	OL.	F		
M/B RES 99/99					F	P/M ATK 61.3/50									
P/N	4 D	EF	19	8.6/13	2.6		P/M ACC 129.4/149								
P/N	4 E	VD	29	.5/39.	4		E	2	9.8	9.8 F 5					
WD	39.2		т	39.2	- 1	0	39.2					1			1
SKI	LLS	Vul	can	Rf							11		1		
DA	TA [DRA	11	1 IT	EMS	3				1		Ł			
Virus Core L, Sublimer, Golden Crown							3		1	X		A		STATE OF THE PARTY	
LOCATION											1	3	7		
O Hidd	en Dark	side Ho	oly G	round					/						/
		-	_					_	O'CONTRACT.	_	Mark Contract	-		-	-



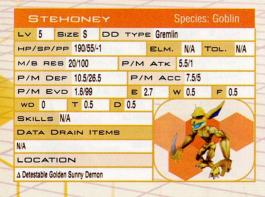


THE E	RACI	ELI	ЕТ		S	peci	es: Liz	ard
LV 99 SIZ	E S C	D.	TYP	≡ Drag	on P	ирру	88	
HP/SP/PP	3000/995/-1	ELM	1.	N/A	TOL	. 1		
M/B RES 1	00/100	ATK	6	1.9/60	.4	Ved		
P/M DEF	262.7/188.6		P/I	M A	==	150.5	5/150.5	19
P/M EVD	29.8/29.8		E	30	w	60	F	60
WD 60	⊤ 60	D	60					
SKILLS All A	Magic Attack	Skills					Mark Street	31
DATA DRA	IN ITE		C		_	đ		
N/A				Wales		M		
LOCATION	7							
							THE PARTY.	

Event Characters and Sub-Bosses

The following section provides detailed information about all of the Event Characters and Sub-Bosses you might encounter in the game. These include the Goblins from the "Let's Play Tag" series of challenges and the Bosses at the end of most of the dungeons. The Phase Enemies and main Bosses can be found in the following section.

The Goblins



	JONUE								S	pecie	es:	Gobl	
	LV	10	Sız	E S	DD	-	TYPI	≡ Gren	nlin			i ya	
	HP/	SP	PP	330/105/	/-1			ELM	1.	Ε	Т	OL.	N/A
	M/E	RE	s 1	00/30	6 IV	F	/M	ATK	: 8	3.5/1.5			
	P/N	10	EF	19/38			P/I	M A	cc	13/9			
	P/N	1 E	VD	13.1/99	N		E	5.2	W	1		F 1	
-	WD	0		т 1		>	1	/				1	1
	SKII	LLS	N/A							4	ø		
2	DAT	A [DRA	IN IT	EMS	3			4	1	48	-	
	N/A				is the	_			-	1	á		
	LOCATION								Y.		M		1
	△ Detes	table G	olden M	Messenger				1				Sept. II	/

Selling St.											
z	YA	7							pecie	s: Gol	olin
LV	15	SIZE	S	OD	7	TYPE	≡ Grem	lin		W.	1-0
HP/	HP/SP/PP 470/155/-1								E	TOL.	N.
M/E	RE	s 100/	100		P	/M	ATK		11.5/2		
P/N	P/M DEF 27.5/49.5 P/M							:=	18.5/	13	all
P/N	1 E	VD 4.6	3/999	18. 1		E 7	7.7	w	1.5	F	1.5
WD	0	Т	1.5	C)	1.5				00	
SKII	LLS	N/A								-	
DAT	'A [DRAIN	ITE	MS							
N/A							1	-		1	Ļ,
LOC	CAT	707							F	X	
Δ Detes	table G	olden Scent						_		***	

ALBERT



A Detestable Golden New Itulii	
JONUE R	Species: Goblin
LV 30 SIZE S DD	TYPE Gremlin
HP/SP/PP 890/305/-1	ELM. E TOL. NA
M/B RES 100/70 F	P/M ATK 20.5/3.5
P/M DEF 73/84	P/M ACC 35/25
P/M EVD 39.1/99	E 15.2 w 3 F 3
wD 0 T 3 D	3
SKILLS NA	
DATA DRAIN ITEMS	
N/A	
LOCATION	
Λ Detestable Vengeful Messenger	

MARTINA R	MARTINA R							
LV 45 SIZE S DD	LV 45 SIZE S DD TYPE							
HP/SP/PP 1310/455/-1		ELM	. N/A	TOL.	M/A			
M/B RES 25/100 F	P/M	ATK	29.5/5					
P/M DEF 999/36.5	P/I	M AC	c 51.5	37				
P/M EVD 999/1	E 1	8	w 18	F	18			
wp 18 T 18 D	18			- Car				
SKILLS Rig Saem, Dek Do		4	d	·A.				
DATA DRAIN ITEMS								
N/A		5	- 6					
LOCATION		Mary 1	34.0					
Λ Detestable Vengeful Gate		1		MA				

ZYAN	Т		Spe	cies:	Gobl			
LV 50 SIZ	E S DD	TYPE	≡ Greml	in	DIT			
HP/SP/PP	1450/505/-1	i/-1 ELM			T	OL.	N/A	
M/B RES 1	00/100	P/M ATK 32.5/5.5						
P/M DEF	80/130	P/I	M AC	c 5	7/41			
P/M EVD	15.1/999	E 2	.0	w 2	0	F 2	.0	
wp 20	⊤ 20 □	20			VA	1	1	
SKILLS NA					4	-		
DATA DRA	IN ITEMS			1	X	Sea.		
N/A				-	1			
LOCATION	7		· C		K (()			
Σ Detestable Gambler's	s Scent	1			AX	/		

STEHO	DNEY	×			Sp	ecie	s:	Got	olin
LV 50 SIZI	≡ Grem	nlin							
HP/SP/PP	E ELM.				N/A	т	oL.	110/1	
M/B RES 0	P/M ATK 32.5/5.5								
P/M DEF	87/130		P/I	M A		57/4	1		
P/M EVD	15.1/99		E	20	w	20		F	20
wp 20	⊤ 20 ⊏	>	20			>		1	
SKILLS NA						1			
DATA DRA			A	Ó	0				
N/A				1	A				
LOCATION		W.	4	¥		-			
O Detestable Elusive S	unny Demon			1			-		

111010010010101010101010101

	Species: Goblin
	LV 3 See 5 DID THRE BETIT
	HP/SP/PP SISS ELM NA TOL. NA
	M/B RES TOTAL PINK ATK Z.57
7	P/M DEF 55
	P/M EVD 7999 E 9 W 9 F 5
	wD 99 T 99 D #
	SKILLS Rig Saem, Dek Do
	DATA DRAIN ITEMS
	N/A
	LOCATION
	Δ Detestable Golden Gate
	Management of the Control of the Con
	ZYAN R Snecies Goldin

ZYAN R		Species: Gattlim
LV 35 SIZE S	DD TYPE	Gremlin
HP/SP/PP 1030/35	5/-1 E	ELM. E TOL WA
M/B RES 100/100	ATK 23.5/4	
P/M DEF 81.5/95.	5 P/M	ACC 40.5/29
P/M EVD 10.6/999	E 17.	7 w 3.5 F 3.5
wd 0 T 3.5	□ 3.5	
SKILLS WA		
DATA DRAIN IT	EMS	
N/A		
LOCATION	N N N	
Λ Detestable Vengeful Scent	M.	

STEH		Spe	cies:	Gobl				
Lv 40 Si	LV 40 SIZE S DD TYPE							
HP/SP/PF	1170/405	/-1		ELM.	. E	т	OL.	N/A
M/B RES	90/100	F	M/e	ATK	26.5	5/4.5		
P/M DEF	P/M DEF 70/107 P/M							
P/M EVD	P/M EVD 12.1/99 E 16				w 1	6	F 1	16
wo 16	⊤ 16	D	16			1	1	
SKILLS LA	Repth	N 1534			-	2		
DATA DR	AIN ITE	EMS			1 1	FO	E	
N/A					P		1	
LOCATIO	7				4	-		
Σ Detestable Gamble	er's Sunny Der	mon						

ALBERT T		Spec	es: Gob			
LV 55 SIZE S	DD -	TYPI	≡ Grem	ılin	HORSES.	712
HP/SP/PP 1590/555/-	ELM	. E	TOL.	N/A		
M/B RES 0/100	-	/M	ATK	35.5/6		
P/M DEF 195/999		P/I	M A	cc 108	/45	
P/M EVD 76/999		E	22	w 22	F	22
WD 22 T 22						
SKILLS GiGan Don, Dek	Do				-	
DATA DRAIN ITE	MS				47	
N/A					0	
LOCATION					3	
Σ Detestable Gambler's New Truth			1			

LV 55 SIZE \$ DD TYPE Gremlin HP/SP/PP 1590/555/-1
M/B RES 100/100 P/M ATK 35.5/6 P/M DEF 95.5/141.5 P/M ACC 62.5/45 P/M EVD 71.6/99 E 22 W 22 F 22
P/M DEF 95.5/141.5 P/M ACC 62.5/45 P/M EVD 71.6/99 E 22 W 22 F 22
P/M EVD 71.6/99 E 22 W 22 F 22
WD 22 T 22 D 22
SKILLS NA
DATA DRAIN ITEMS
N/A
LOCATION
O Detestable Elusive Messenger

LV 25 SIZE \$ DD	STEHO	NEY R		Species	Session
M/B RES 0 P/M ATC P/M DEF 64.5/72.5 P/M ACC P/M EVD 7.6/99 E 12.7 WD 0 T 2.5 D 2.5 SKILLS N/A DATA DRAIN ITEMS	LV 25 SIZE	S DD T	TYPE B	राति ।	
P/M DEF 64.5/72.5 P/M EVD 7.6/99 E 12.7 WD 0 T 2.5 D 2.5 SKILLS N/A DATA DRAIN ITEMS	HP/SP/PP 75	50/255/-1 E	EL	× 12 -	- 90
P/M EVD 7.699 E 12.7 W 25 F 25 WD 0 T 2.5 D 2.5 SKILLS N/A DATA DRAIN ITEMS	M/B RES (P	/M AT	× 1150	
WD 0 T 2.5 D 2.5 SKILLS NA DATA DRAIN ITEMS	P/M DEF 64	1.5/72.5	P/M A	ACC BSD	
SKILLS NA DATA DRAIN ITEMS NA LOCATION	P/M EVD 7.	6/99	E 12.7	w 25	- 55
DATA DRAIN ITEMS M LOCATION	wo 0 T	2.5	2.5		1
LOCATION	SKILLS NA				
LOCATION	DATA DRAIN	N ITEMS		1 1	P
	64			1	
In Democratic Vergetul Surry Demon	LOCATION				
	y Desergia Vergetul Sc	ллу Demon			

ALBERT R	Species: Goblin
LW 4 SIZE S DD TY	⇒∈ Gremlin
HP/99/99 117045-1	ELM. E TOL. E
M/B RES I'III P/N	M ATK 26.5/4.5
P/M DEF III P	/M ACC 4633
P/M EVD 型器 E	15 w 4 F 4
WD 0 T 4 D 4	
SKILLS NA	
DATA DRAIN ITEMS	
N/A	
LOCATION	
Λ Detestable Vengeful New Truth	

JONUE T							
LV 45 SIZE & DD TYPE							
E		ELN		NA	то	_	1001
F	/M	ATK	: 2	9.55			
	P/N	M A	cc	51.5	37		
	E 1	8	w	18		- 1	8
D	18					1	
				d		~	
s			1			2	
NA					1	Va.	
LOCATION							-
					A		
	E	E P/M P/N E 1	P/M AT P/M AT B 18	P/M ATK 2 P/M ACC E 18 W D 18	E ELM. VA P/M ATK 29.55 P/M ACC 51.5 E 18 W 18 D 18	E BLM. NA TO P/M ATK 29.55 P/M ACC 51.507 E 18 W 18 F	E BLM. NA TOL. P/M ATK 2955 P/M ACC 51597 E 18 W 18 F 1

MARTINA	;	Specie	es: Goblin					
LV 60 SIZE S	DD TYPE	Gremlin	ilin					
HP/SP/PP 1730/605	ELM.	MA	⊤ □∟. 35/10					
M/B RES ()	P/M	ATK	38.5/6.5	5				
P/M DEF 999/48.5	P/N	1 AC	= 68/88	5				
P/M EVD 999/18.1	9 \	v 99	F 99					
wD 99 T 99		4	THE STATE OF THE S					
SKILLS OI Repth, Dek	Do			A.				
DATA DRAIN IT	EMS		1					
N/A			9					
LOCATION			242					
Σ Detestable Gambler's Gate				Was /				

			123.051				
	ZYAN X			Specie	s: Gob		
	LV 60 SIZE S	Gremlin	1				
	HP/SP/PP 1730/	605/-1		ELM.	E	TOL.	N/A
-	M/B RES 100/10) P/N	4	ATK	38.5/6.5	i	
	P/M DEF 95/15	3 P	/M	AC	= 68/49)	
	P/M EVD 18.1/	24	,	N 24	F	24	
	WD 24 T 24	1 🗅 24			-	W	
	SKILLS OI Repth, I	Maj Lei					
Section Associated	DATA DRAIN	ITEMS				200	
	N/A			-		1	
	LOCATION			-	SKI		
	O Detestable Elusive Scent					Att	
	CALLS NO DESCRIPTION OF THE STATE	FIRE No. 1	- 8	100		100000000000000000000000000000000000000	and the same

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The Sub Bosses



-		Name and Address of the Owner, where	Table Street	-	The Real Property lies		
100	101		01				
A:RC)*A F	R	Spe	cies: Bird			
LV 82 SIZE DD TYPE PIPPY							
HP/SP/	PP 21066/8	25/12350		ELM.	N/A	TOL. NA	
M/B RE	s 100/100	F	P/M	ATK	68.1/8.7	7	
P/M DEF 141.4/98.9 P/M					c 125/	124	
P/M E	✓D 194/8.3		E 3	2 ,	w 32	F 32	
WD 32	⊤ 32	D	32				
SKILLS	Krake Rf				- 5	5 in	
DATA DRAIN ITEMS					1	Wis,	
Virus Core Y				1			
LOCAT	07						
O Muted Starvin	ng Dry Sea			1	7		



		est comment				935
&ERB	&RU{		Specie	s: Hound		
LV 82 S12	ZE DD	E Little D	oggie	9.0856		
HP/SP/PP	21066/825/123	ELM.	F	TOL. F		
M/B RES	100/100	ATK	68.1/41	.5		
P/M DEF	141.4/98.9	M AC	= 92.2	107.6		
P/M EVD	E 3	32.8	v 0	F 82		
wp 32.8	⊤ 32.8 □	32.8			40	1
SKILLS WA						
DATA DRA	AIN ITEMS	3				
Virus Core W				49		
LOCATIO	7			40		
O Splendid Emerald I	Nobleman				1	
and the second second second			THE RESERVE OF THE PERSON NAMED IN			_

00100110		
DE{TH ISPA	T&4	Species: Alien
LV 82 SIZE DD	TYPE Astr	ro Prince
HP/SP/PP 21066/825/12350) ELN	M. NA TOL. NA
M/B RES 100/100 F	P/M ATH	< 76.3/58.4
P/M DEF 204/138	P/M A	.cc 92.2/125
P/M EVD 24.7/194	€ 32.8	w 32.8 F 32.8
wd 32.8 T 32.8 D	32.8	
SKILLS Lanceor Rf, Mumyn Le	ei	AC TO
DATA DRAIN ITEMS		2
Virus Core Z		
LOCATION		
O Rotting Countless Sacrifice		25



			- in				1		tion?					
D	ΑW	//	١	٧A	NE	ÞΕ	R	ΕI	R		peci		Liz	ard
LV	90	SIZE DD TYPE						Drag	on P	ирру				
HP/	SP/	PP	20	858/90	05/-1	N	Ά		ELM	1.	N/A	Т	oL.	10
м/в	RE	ES	00			F	·/~	1 ,	ATK	: 8	3.5/28			
P/M DEF 215/144.5 P.					P	M	A		137/	137				
P/N	1 E	VD	27	.1/27.	1		E	26.	4	w	26.4		F	26.4
WD	26.4		т	26.4		>	26.4		/					
SKIL	LLS	N/A	1								1		and a	
DAT	'A 'C	DR,	AIN	4 IT	EMS	3				-	P.	26	-	
N/A										P			-	-
LOC	CAT	10	7											
O Reinc	arnated	d Purg	atoria	al Altar					1	4				

Phase Boss Monsters

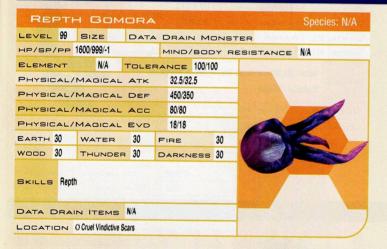
This section provides all of the details you'll need about the main bosses of .Hack Vol.4: the Phase Monsters. These monsters appear in the order you'll encounter them.

Phase 6: The Temptress: Macha



	MA	СН	A (DRA		Species: N/A				
L	EVEL	99	SIZE	ER					
-	IP/SP	/PP	6000/999/25000	ESISTANCE NA					
E	ELEME	ZT.	N/A	TOLER	2	NCE 1	00/10	0	
F	HYSIC	CAL/	MAGICAL	ATK		70/70	i de la la	al estimate	
F	HYSIC	CAL/	MAGICAL	DEF		600/600			
P	HYSIC	AL/	MAGICAL						
P	HYSIC	AL/	MAGICAL	/ W					
E	ARTH	10.5	WATER	10.5	F	IRE		10.5	The state of the s
w	/00D	10.5	THUNDER	10.5	D	ARKNE	ss	10.5	
0	KILLS		icious Seduction, lai Don, Ol Repth						
D	ATA D	DRA	IN ITEMS						
L	OCATI	0 7	Σ Graceful Tempting	Fallen Angel					

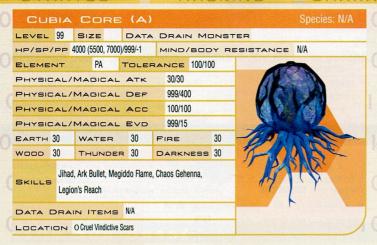
Cubia Core







LEVEL 99 SIZE DATA DRAIN MONSTER HP/SP/PP 1500/999/1 MIND/BODY RESISTANCE N/A ELEMENT N/A TOLERANCE 100/100 PHYSICAL/MAGICAL ATK 35/56.7 PHYSICAL/MAGICAL DEF 450/35080/80 PHYSICAL/MAGICAL ACC 18/18 PHYSICAL/MAGICAL EVD 30 EARTH 30 WATER 30 FIRE 30 WOOD 30 THUNDER 30 DARKNESS 30 SKILLS GOMOTA Attack	KILL (30MOR	А		Species: N/A		
ELEMENT N/A TOLERANCE 100/100 PHYSICAL/MAGICAL ATK 35/56.7 PHYSICAL/MAGICAL DEF 450/35080/80 PHYSICAL/MAGICAL ACC 18/18 PHYSICAL/MAGICAL EVD 30 EARTH 30 WATER 30 FIRE 30 WOOD 30 THUNDER 30 DARKNESS 30 SKILLS GOMOTA Attack	LEVEL 99	SIZE	DATA	DRAI	v Mc	DNST	TER
PHYSICAL/MAGICAL ATK 35/56.7 PHYSICAL/MAGICAL DEF 450/35080/80 PHYSICAL/MAGICAL ACC 18/18 PHYSICAL/MAGICAL EVD 30 EARTH 30 WATER 30 FIRE 30 WOOD 30 THUNDER 30 DARKNESS 30 SKILLS GOMORA Attack	HP/SP/PP	1500/999/-1	ESISTANCE NA				
PHYSICAL/MAGICAL DEF 450/35080/80 PHYSICAL/MAGICAL ACC 18/18 PHYSICAL/MAGICAL EVD 30 EARTH 30 WATER 30 FIRE 30 WOOD 30 THUNDER 30 DARKNESS 30 SKILLS GOMORA Attack	ELEMENT	N/A	TOLER	RANCE	100/10	0	
PHYSICAL/MAGICAL ACC 18/18 PHYSICAL/MAGICAL EVD 30 EARTH 30 WATER 30 FIRE 30 WOOD 30 THUNDER 30 DARKNESS 30 SKILLS GOMOTA Attack	PHYSICAL/	MAGICAL					
PHYSICAL/MAGICAL EVD 30 EARTH 30 WATER 30 FIRE 30 WOOD 30 THUNDER 30 DARKNESS 30 SKILLS GOMOTA Attack	PHYSICAL/	MAGICAL					
EARTH 30 WATER 30 FIRE 30 WOOD 30 THUNDER 30 DARKNESS 30 SKILLS GOMOTA Attack	PHYSICAL/	MAGICAL	ACC	18/18			
WOOD 30 THUNDER 30 DARKNESS 30 SKILLS GOMORA Attack	PHYSICAL/	MAGICAL	EVD	30			
SKILLS Gomora Attack	EARTH 30	WATER	30	FIRE		30	
A Committee of the Comm	WOOD 30	THUNDER	30	DARKN	ESS	30	
DATA DRAW ITTUE WA	SKILLS GOM	ora Attack		A Principal Control			
DATA DRAIN ITEMS III	DATA DRA	N ITEMS					
LOCATION O Cruel Vindictive Scars	LOCATION	O Cruel Vindictive S		1			



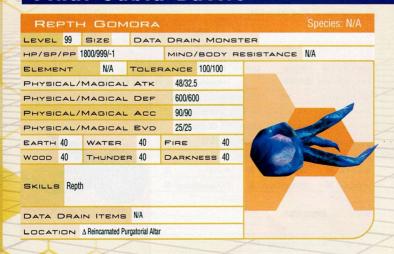
	CUE	ALE	CORE	(B)					Species: N/A
	LEVEL		SIZE		DRAI	N M	DNST	ER	
	HP/SP/	/PP	4000 (5500, 7000)	/999/-1	MIND	/800	Y RE	ESISTANCI	E N/A
	ELEME	7	MA	TOLER	ANCE	100/10	0		
	PHYSIC	CAL/	MAGICAL	ATK	30/30		N IN	1	
	PHYSIC	AL/	MAGICAL	DEF	400/99	99			
	PHYSIC	CAL/	MAGICAL	4 9					
	PHYSIC	CAL/	MAGICAL						
	EARTH	30	WATER	30	FIRE		30	-00	The state of the s
	WOOD	30	THUNDER	₹ 30	DARK	VESS	30	1	MAN TO THE REAL PROPERTY OF THE PARTY OF THE
	SKILLS		l, Ark Bullet, Meg on's Reach	7 (4)	1 A	J. C.			
	DATA D	ORA	IN ITEMS						
None Co.	LOCATI								

Phase 7: The Avenger: Tarvos

TAF	TARVOS												
LEVEL	LEVEL 99 SIZE DATA DRAIN MONST												
HP/SP/PP 30000/999/25000 MIND/BODY R													
ELEMENT PA/MA TOLERANCE 100/100													
PHYSICAL/MAGICAL ATK 20/80													
PHYSIC	PHYSICAL/MAGICAL DEF 999/200												
PHYSICAL/MAGICAL ACC 127.3/127.3													
PHYSIC	PHYSICAL/MAGICAL EVD 999/33.6												
EARTH	10.5	WATER	10.5	F	IRE	100	10.5						
WOOD	10.5	THUNDE	₽ 10.5	D	ARKN	ESS	10.5						
Malice Light, Cursed Death Play, Wave of Hatred, Rain of Vengence, Suvi Lei, Dek Do, Mumyn Lei, PhaAni Zot													
DATA DRAIN ITEMS Virus Core Z													
LOCATI	07	O Cruel Vindictive	Scars										

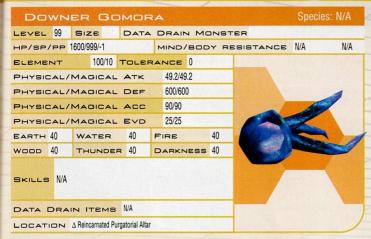
					1250,000	19 11	
TAF	₹ ∨ C	s (DR	Species: N/A				
LEVEL	99	SIZE	ER				
HP/SP/	PP	7000/999/25000	SISTANCE NA				
ELEME	7	N/A					
PHYSIC	AL/	MAGICAL					
PHYSIC	AL/	MAGICAL					
PHYSIC	AL/	MAGICAL					
PHYSIC	AL/	MAGICAL					
EARTH	10.5	WATER	10.5	FIRE		10.5	NA Y
WOOD	10.5	THUNDER					
Skills		e Light, Wave of ni Zot, Ol Repth					
DATA D	DRA	IN ITEMS		73			
LOCATI	0 7	O Cruel Vindictive S					

Final Cubia Battle



001011101001001010101010101010

VAR	IAS	GOM	IORA					Species: N/A
LEVEL 9	99	SIZE	DATA	DRAIN	MC	NST	ER	
HP/SP/F	P 16	600/999/-1	SISTANCE	N/A				
ELEMEN	т	N/A	TOLER	ANCE	100/10	0		
PHYSICA	L/N	AGICAL	ATK	42.5/42	.5			
PHYSICA	L/N	AGICAL						
PHYSICA	L/N	MAGICAL						
PHYSICA	L/N	MAGICAL						
EARTH 40)	WATER	40	FIRE	製造	40		
WOOD 40)	THUNDER	40					
SKILLS	Duk Le Maj Le	i, Suvi Lei, Dek i	Lei,					
DATA D	RAIN	V ITEMS			10			
LOCATIO	N 4	Reincarnated Pur						



CUE	BIA	CORE	(A)					Species: N/A
LEVEL	99	SIZE	ER					
HP/SP/	PP 5	6000 (6000, 7000)/9	999/-1	^	IND/BOD	Y RE	SISTANCE	WA
ELEMEN	ELEMENT PA TO				NCE 100/10	0		
PHYSIC	PHYSICAL/MAGICAL ATK						115	
PHYSIC	AL/I	MAGICAL	DEF		999/600		Des	
PHYSIC	AL/	MAGICAL		47	AST A			
PHYSIC	AL/I	MAGICAL	EVD		999/30			
EARTH	30	WATER	30	F	IRE	30	- COPINI	
WOOD	30	THUNDER	30	D	ARKNESS	30	7-10	MART
SKILLS		, Ark Bullet, Megid n's Reach, Armage		S. C.				
DATA D	DRAI	N ITEMS						
LOCATI	07	Δ Reincarnated Purg	atorial Altar					

CUE	IA.	CORE	(B)					Species: N/A
LEVEL	99	SIZE	DNST	ER				
HP/SP/	PP 5	000 (6000, 7000)	Y RE	SISTANCE	€ N/A			
ELEMEN	1 T	MA	TOLER	ANCE	100/10	0		
PHYSIC	AL/I	MAGICAL	ATK	15/15			A'S	
PHYSIC	AL/I	MAGICAL	DEF	600/99	9		0/6	
PHYSIC	AL/I	MAGICAL		4.9	10 T			
PHYSIC	AL/I	MAGICAL	EVD	30/999				
EARTH 3	0	WATER	30	FIRE		30	1	
WOOD 3	80	THUNDER	30	DARK	vess	30	7-10	Mar
SKILLS		, Ark Bullet, Megi n, Armageddon, S	gion's	" AF	S. C.			
DATA D	RAI	N ITEMS						
LOCATIO	7	Δ Reincarnated Pur						

		The state of the s	-			Military and the Control of the Cont	The state of the s			
CUE	IA.							Species: N/A		
LEVEL	99	SIZE	DATA		DRAIN MONSTER					
HP/SP/	PP 4	1000/999/-1		~	IIND/BOD	Y RE	ESISTANCE	N/A		
ELEMENT NA TOLER					NCE 100/10	10				
PHYSIC,	AL/I	MAGICAL	ATK		18/18		are a	4 V		
PHYSIC	AL/I	MABICAL	DEF		550/550					
PHYSIC	AL/I	MAGICAL	ACC		90/90					
PHYSIC	AL/I	MAGICAL	EVD		18/20		1			
EARTH 3	10	WATER	30	F	IRE	30	11/20	Marc		
WOOD 3	30	THUNDER	30	D	ARKNESS	30 /	111	1 Mm		
Chaos Gehenna, Jihad, Arc Bullet, Megiddo Flame, Sodom's Curse, Abaddon's Terror										
DATA D	RAI	N ITEMS	N/A					1		
LOCATIO	7	Δ Reincarnated Purg	atorial Altar							

01010011010100111001001001

10010101001100100100100100

CUE	BIA	(PHA	SE Z	1	Species: N/A					
LEVEL	99	SIZE	DATA	DRAIN MONSTER						
HP/SP/	PP (9999/999/-1		MIND/BODY RESISTANC	e N/A					
ELEME	7	N/A	TOLER	ANCE 100/100						
PHYSIC	AL/	MAGICAL	18/18							
PHYSIC	AL/	MAGICAL	DEF	550/550						
PHYSIC	AL/	MAGICAL	90/90	TO B						
PHYSIC	AL/	MAGICAL	18/20							
EARTH	30	WATER	30	FIRE 30	The same of the sa					
WOOD	30	THUNDER	⇒ 30	DARKNESS 30	Market 1					
SKILLS		ullet, Armageddo e, Abaddon's Teri	ehenna, Jihad, Sodom's Returner	J. B.						
DATA D	DRAI	N ITEMS								
LOCATI	0 7	Δ Reincarnated Pu								

Phase 8 The Rebirth: Corbenik

	COF	3 BE	ENIK						Species: N/A
	LEVEL	99	SIZE	DATA		DRAI	4 MC	DNST	ER
	HP/SP/	PP	10000/999/-1	Y RE	ESISTANCE NA				
	ELEMEN	77	N/A	TOLER	100/10	0			
	PHYSIC	AL/	MAGICAL						
	PHYSIC	AL/	MAGICAL	DEF		700/70	0		
	PHYSIC	AL/	MAGICAL	9	MICH				
	PHYSIC	AL/	MAGICAL	EVD		70/70		la Ci	H-AM
	EARTH	10.5	WATER	10.5	F	IRE		10.5	THE TOWN
	WOOD	10.5	THUNDE	R 10.5	D	ARKN	ESS	10.5	420
	SKILLS	Wave	e of Rebirth, Suv						
	DATA D	DRA	IN ITEMS						
1	LOCATI	07	Omega Root To	wn					
	10 E-2 - 2 - 3	9 9	Barrier State of the State of t	6 A B B	100	SITE N	0.00	· · · · · · · · · · · · · · · · · · ·	

COF	RBE	ENIK (PHA!	3E 2			Species: N/A
LEVEL	99	SIZE	DATA	DNST	FER CONTROL MAN AND AND		
HP/SP/	PP 2	25000/999/-1	Y RE	ESISTANCE NA			
ELEMEN	7 T	N/A	0				
PHYSIC	AL/I	MAGICAL					
PHYSIC	AL/I	MAGICAL					
PHYSIC	AL/I	MAGICAL					
PHYSIC	AL/I	MAGICAL					
EARTH 1	0.5	WATER	10.5	FIRE		10.5	
wood 1	10.5	THUNDE	R 10.5	DARKN	ESS	10.5	
SKILLS	Wave Explo	V					
DATA D	RAI	N ITEMS					
LOCATIO	7	Omega Root To					

	HE	LL	SEE		Species						
	LEVEL	99	SIZE		DATA	DRAIN MONSTER					
	HP/SP/PP 550/999/-1					MIND/BODY RESISTANCE NA					
ELEMENT NA TOLERANCE 100											
	PHYSIC	CAL/	MAGIC		all the		-				
	PHYSIC	CAL/	MAGIC								
2	PHYSICAL/MAGICAL ACC 80/80									N	
	PHYSIC	PHYSICAL/MAGICAL EVD								2 \	
	EARTH 10.5 WATER 10.5 FIRE 10.5								200		
	WOOD	10.5	THUN	DER	10.5	DARKN	ESS	10.5	VII.	pro.	
	SKILLS Injust Punishment								V		
DATA DRAIN ITEMS NA											
	LOCAT	0 7	Omega Roo								
								F	REPTH S	SEEKI	ΞI

COF	RBE	ENIK S	SEED					Species: N/A	
LEVEL 99 SIZE DATA					DRAIN MONSTER			attention of the parties of	
HP/SP/PP 250/999/-1				1	AIND/BOD	Y RE	SISTANCE WA		
ELEMENT MA TOL			TOLE	24	NCE 100/10	0			
PHYSIC	AL/I	MAGICAI	_ ATK		16/16	igir			
PHYSICAL/MAGICAL DEF					200/999	135			
PHYSICAL/MAGICAL ACC					23/18	a miles			
PHYSICAL/MAGICAL EVD					24/19			The spills	
EARTH 50 WATER		99	F	IRE	50	SUSPENSE.			
WOOD	99	THUNDE	R 99	D	ARKNESS	99			
SKILLS	Bud o	of Evolution							
DATA DRAIN ITEMS NA									
LOCATI	0 7	Omega Root To	own		Sport of the				

LEVEL 99 SIZE DATA DRAIN MONSTER HP/SP/PP 27000/999/-1 MIND/BODY RESISTANCE N/A ELEMENT N/A TOLERANCE 100/100 PHYSICAL/MAGICAL ATK 44/94.2 PHYSICAL/MAGICAL DEF 450/500 PHYSICAL/MAGICAL EVD 42.1/47.1 EARTH 10.5 WATER 10.5 FIRE 10.5 WOOD 10.5 THUNDER 10.5 DARKNESS 10.5	CORBENIK (PHASE 3)										
ELEMENT NA TOLERANCE 100/100 PHYSICAL/MAGICAL ATK 44/94.2 PHYSICAL/MAGICAL DEF 450/500 PHYSICAL/MAGICAL ACC 50/163.3 PHYSICAL/MAGICAL EVD 42.1/47.1 EARTH 10.5 WATER 10.5 FIRE 10.5	LEVEL 99 SIZE DATA DRAIN MONSTER										
PHYSICAL/MAGICAL ATK 44/94.2 PHYSICAL/MAGICAL DEF 450/500 PHYSICAL/MAGICAL ACC 50/163.3 PHYSICAL/MAGICAL EVD 42.1/47.1 EARTH 10.5 WATER 10.5 FIRE 10.5	HP/SP/PP 27000/999/-1	BODY RESISTANCE NA									
PHYSICAL/MAGICAL DEF 450/500 PHYSICAL/MAGICAL ACC 50/163.3 PHYSICAL/MAGICAL EVD 42.1/47.1 EARTH 10.5 WATER 10.5 FIRE 10.5	ELEMENT N/A TOLERANCE 100/100										
PHYSICAL/MAGICAL ACC 50/163.3 PHYSICAL/MAGICAL EVD 42.147.1 EARTH 10.5 WATER 10.5 FIRE 10.5	PHYSICAL/MAGICAL ATK										
PHYSICAL/MAGICAL EVD 42.1/47.1 EARTH 10.5 WATER 10.5 FIRE 10.5	PHYSICAL/MAGICAL DEF 450/500										
EARTH 10.5 WATER 10.5 FIRE 10.5	PHYSICAL/MAGICAL ACC	3 metallication									
	PHYSICAL/MAGICAL EVD	1									
WOOD 10.5 THUNDER 10.5 DARKNESS 10.5	EARTH 10.5 WATER 10.5 F	IRE 10.5									
	WOOD 10.5 THUNDER 10.5 D	ESS 10.5									
SKILLS Wave of Rebirth, Grand Complication, Vivid Purification											
DATA DRAIN ITEMS NA	DATA DRAIN ITEMS NA										
LOCATION Omega Root Town	LOCATION Omega Root Town										

VAI	RIA	s See	Species: N/A				
LEVEL	99	SIZE	FER				
HP/SP	/PP	500/999/-1	ESISTANCE NA				
ELEME	77	N/A	0				
PHYSIC	CAL/	MAGICAL	ATK		60/49.2		ALC: Y
PHYSIC	CAL/	MAGICAL	DEF		450/350		
PHYSIC	CAL/	MAGICAL	ACC		80/80		
PHYSIC	CAL/	MAGICAL	EVD		18/18		
EARTH 10.5 WATER 10.5					IRE	10.5	Alexan III
WOOD 10.5 THUNDER 10.5 DARKNESS 10.5							MONEY IN
SKILLS	Suvi	Lei, Mumyn Lei, I	TO J				
DATA	DRA	N ITEMS					
LOCAT	0 7	Omega Root Tow					

RE	⊃T⊦	4 SEEK	ER					Species: N/A
LEVEL	99	SIZE	ER	Established 2				
HP/SP	/PP	400/999/-1	SISTANCE	N/A				
ELEME	77	MA	TOLER	RANCE	100/10)		
PHYSIC	CAL/	MAGICAL	ATK	55/40				TILL .
PHYSIC	CAL/	MAGICAL	DEF	0				
PHYSIC	CAL/	MAGICAL						
PHYSIC	CAL/	MAGICAL	EVD	25/25				3/ 32 (4)
EARTH	10.5	WATER	10.5	FIRE		10.5	(C) (C)	
WOOD	10.5	THUNDER	10.5	DARK	VESS	10.5		
SKILLS	Ola R	epth, Injust Punis		7 49				
DATA [DRAI	N ITEMS						
LOCATI	0 7	Omega Root Tow						

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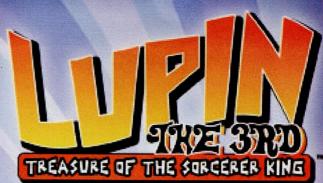
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	Blade's Chain	Well Water x6	War God
	Celestial Robe	Holy Sap x12	Magus Soller
4	Able Lamellar	Sports Drink x12	Alien Leg Mail
	Angel Chain	Well Water x12	Divine Gloves
Mare	Master's Hands	6 Burning Oil	Mercenary Mask
Fool	Alert Greaves	Holy Sap x6	Sublime Stole
Vohn	Ragaraja Mail	Cooked Bile x12	Sacred Guard
ah	Angel Helm	Burning Oil x12	Greaves of Awe
0	Honokagetuchi	Golden Axe x10	Spear of Curse
	Angel's Cap	Pure Water x12	Divine Hands
	Bladed Gloves	Pure Water x6	Matador b
	Guard Sollieret	Sports Drink x6	Killer Hy
	Diablo Blades	Silver Axe x10	Malic
	one Leg Mail	Cooked Bile x6	Pal

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